

STAR OCEAN®

THE LAST HOPE™

スターオーシャン4

EXCLUSIVE PDF WALKTHROUGH

BY VHAYSTE



A WORD FROM THE AUTHOR

SORRY FOLKS FOR RELEASING THIS GUIDE WAY OFF... I PUT THE BLAME TO OUR RETARDED POSTAL SERVICE. I'LL TRY TO MAKE IT UP BY MAKING THIS GUIDE AS COMPREHENSIVE AS POSSIBLE. I'VE BEEN A STAR OCEAN FAN SINCE I PLAYED SO: THE SECOND STORY BACK IN THE PS. I HAVE WRITTEN TWO GUIDES FOR IT ALREADY, BOTH FOR THE PSP. I AM PLANNING TO DO THE PS2 VERSION BUT TIME IS REALLY NOT MY LUXURY SO I HAVE DECIDED NOT TO. I HOPE THAT THIS IS NOT THE LAST INSTALLMENT, (THOUGH I'VE READ FROM TRUSTED SOURCES THAT IT MAY BE THE LAST) SINCE THE SERIES HAS ESTABLISHED A VERY SOLID FANBASE ALREADY AND ESTABLISHED A CONSIDERABLE FOOTHOLD IN THE REALM OF RPG GAMES. SO, THANKS FOR READING THIS ENTIRELY USELESS RANT OF MINE AND I HOPE YOU ENJOY THE GUIDE. THE POOR QUALITY OF THE SCREENSHOTS IS THE RESULT OF ATTEMPTING TO MAKE THIS GUIDE AS COMPACT AS POSSIBLE WITHOUT SACRIFICING THE CONTENT. PLEASE EXCUSE THE 92 DPI COMPRESSION.

-- VHAYSTE --



SYNOPSIS

AD 2064... Planet Earth was on the brink of destruction.

Clashes between the World Republic Federation and the various nations that opposed it sparked the outbreak of World War III.

Weapons of mass destruction, deployed with complete impunity, razed the and in the blink of an eye.

People believed it was the end of the world. The dire situation forced the two opposing factions to negotiate a cease-fire, reaching an agreement in only two weeks.

The war may have ended, but its effects remained. With the deteriorating environment, Earth's population was drastically reduced. Those who survived the conflict lived a confined existence, trapped in underground cities.

Countries joined together to form the Greater United Nation and turned their eyes skyward... to space. With the establishment of the USTA or Universal Science and Technology administration, man began to seek new worlds beyond the stars.

A.D. 2087... The first year of the new Spacedate calendar.

Thanks to the success of Professor Trillas Bachtein's warp drive experiments, mankind's dream inched ever to reality. The USTA secretly began to implement its SRF project...

the Space Reconnaissance Force.

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AUTHOR'S NOTE

Sorry folks for releasing this guide way off... I put the blame to our retarded postal service. I'll try to make it up by making this guide as comprehensive as possible. I've been a Star Ocean fan since I played SO: The Second Story back in the PS. I have written two guides for it already, both for the PSP. I am planning to do the PS2 version but time is really not my luxury so I have decided not to. I hope that this is not the last installment, (though I've read from trusted sources that it may be the last) since the series has established a very solid fanbase already and established a considerable foothold in the realm of RPG games. So, thanks for reading this entirely useless rant of mine and I hope you enjoy the guide. **The poor quality of the screenshots is the result of attempting to make this guide as compact as possible without sacrificing the content. Please excuse the 92 DPI compression.**

GAMEPLAY BASICS



STAR OCEAN
THE LAST HOPE.

CONTROLS

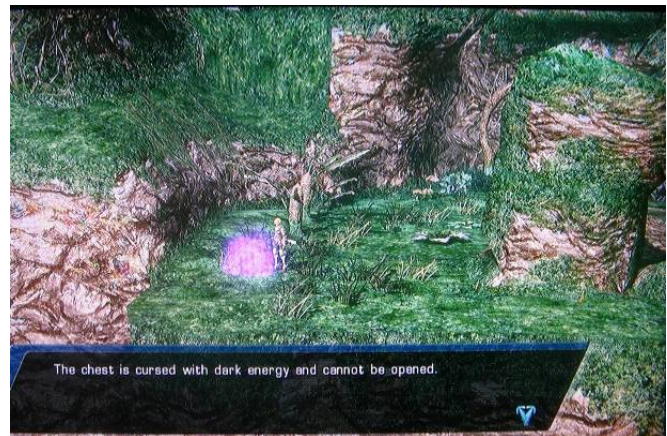
Text in **red** represents controls available during combat.

- | | |
|---|--|
| 1. (LB) - Talk/examine
- Change characters | 8. START- Toggle map size (small/ expanded)
- Toggle battle map on/off |
| 2. (LT) - Toggle auto-run/off
- Activate chain combo | 9. Y - Display main menu;
- Display command circle |
| 3. (RB) - Point camera northward
- Change characters | 10. X - Sprint
- Activate Rush Mode |
| 4. (RT) - Switch between walking, running;
- Activate chain combo | 11. B - Cancel, Harvest/Mine item
- Use Disintegration Ring
- Jump, Blindside charge, rush charge |
| 5. (L) - Make selections, move character
- Press to toggle target lock on/off | 12. A - Confirm, talk/examine
- Normal attack |
| 6. (DPAD) – Make selections;
- Change control mode | 13. (R) - Move camera
- Press to center camera behind player
- Toggle camera mode |
| 7. BACK- Toggle mini-map on/off
- Toggle battle map on/off | |

THE FIELD

In the field, you can control your character by moving the left stick in your controller. You can switch between running and walking by pressing RT. Press and hold X while running to sprint. You can rotate the camera freely by using the right analog stick. Press it to return the camera to its original position.

The mini-map is located in the upper right corner of your screen. It contains helpful icons that will help you navigate an area. You can switch between the small and expanded views by pressing the START button. Take note that the N in your compass is due north.



When you stand near an interactable object or character, an action button will appear in the bottom-right corner of the screen. Press A or LB to activate the command displayed. Sometimes, there will be various objects that require certain skills to be interacted with. For example, Mining and Harvesting commands allows you to examine specific points on the field/dungeon and acquire items in return. Opening chests and using command skills will also earn you a small amount of EXP and Party SP.

There are also certain objects which you need specific items called Disintegration Rings to interact with. Disintegration Rings come in many different elements and with limited charge. You may recharge them by talking to Ring Experts located normally in towns. Or, you can have a character named Lymle to learn the Charge Command skill so you can utilize Disintegration Stones to charge your rings.

ENEMY ENCOUNTERS

Touching an enemy triggers a battle. Depending on how you touched the enemy, the battle will start to your advantage or disadvantage.

A .Preemptive Attacks

If you touch an enemy from behind, the enemies will be defenseless as you start the battle, giving you an advantage.

Surprise Attack

If an enemy touches you from behind, you'll start the battle surrounded by enemies with their Rush gauges partially charged.

Ambush

If you initiate a battle and there are other enemies nearby, they might ambush you as soon as you finish the first battle. As long as there are enemies nearby, you'll need to fight as many consecutive battles as possible to earn your rewards. If you flee from any of the battles, you won't gain any experience or fol, even if you won the previous battles in the chain. However, if you won all the battles, expect an experience bonus depending on the number of battles fought, as well as a green tile that will be added to your bonus board.

The Calnus

The Calnus is your ship that you'll use to jump from planet to planet. This will also serve as your main base of operations. There are also a lot of stuff you can do here like creating items and initiating interesting story events. You may also rest in your own room to restore your HP/MP and removing all status ailments.

Private Actions

The Star Ocean series is the only one that utilizes a system that can affect your characters' relationships and feelings to each other. While inside the Calnus, talking to another character may trigger private conversations. You'll be given choices of replies and depending on your selected response, you may improve that character's affinity to you positively or negatively.

Room Assignment

One interesting aspect of the game is that you can assign room assignments to your characters. To do this, you must examine the room-assignment chart found in the hallway of the Calnus' living quarters. You cannot place men and women together in the same room unless the two have high affinity towards each other. Having two characters share the same room may also trigger a variety of story events.

Item Creation

You can synthesize your own items from the Calnus' meeting room. First, you must need a recipe. Recipes can be produced by having an Invention Session. You can divide your team mates into groups to brainstorm and come up with new recipes. Each second that elapsed consumes 1 Party SP. Any equipment recipes that will be produced will always be the ones that can be equipped by someone that participated in the inventing session. Depending on your characters' skills, new items may be produced so try developing your item creation skills to have access to newer item recipes. Once you have the recipes, you'll need to meet the required materials and quantities in order to create the item. You can't fail during the actual item creation process so create as many items as you can/needed.



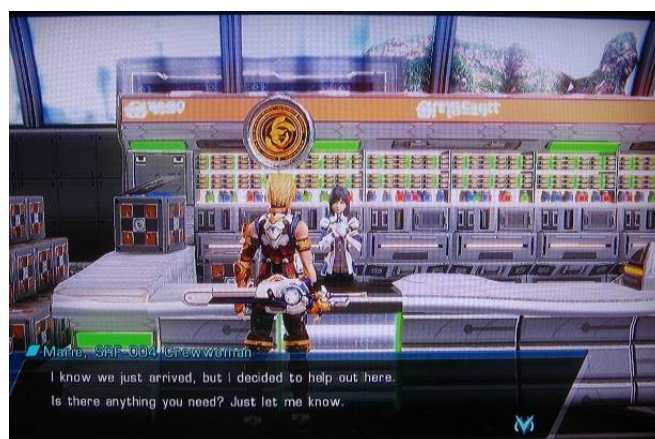
Each character has their specialties when creating items so you'll need to take note of that when forming groups. For example, if a character is proficient in cooking (10) and the other is not (-5) then your chances of coming up with something edible will be affected. However, if they have a item creation skill with both positive values, you'll have more chances of getting a recipe out of it. It's a matter of experimentation so feel free to group various characters to see what they can come up with.

Navigation

When you get to pilot the Calnus as the new captain, you'll have the freedom to select your destination. Examine the main terminal in the flight deck to view the available locations you can explore.

Quests

There will be certain NPCs that will ask you to complete a task or run an errand for them in exchange for items, experience and party SP. These may vary from basic item collection or finding a missing person. Merchants will also give quests in the form item ordering. When you talk to a merchant, aside from the Buy/Sell menu, you can also check what items they're looking for. Deliver the necessary quantity of the requested items to them and you'll get your cash reward, as well as bonus exp and party sp.



SKILLS

Unlike the previous games, characters don't share a common skill. Instead, characters can only learn specific skills tailored for their use. Item creation skills are used when creating items. Leveling this up will let the players access more recipes during the invention session which in turn can be created to an item once the recipe has been unlocked. Command skills are used in the field, like harvesting, mining, sprinting, etc. Combat skills are activated during combat. Skill can't be learned simply by leveling up your character. You must purchase skill manuals in order to learn more skills, aside from the default ones characters start with.



MONSTER JEWELS

As you encounter new monsters, they are automatically recorded to your database. You can view the monster data you've collected from the menu > collections > Monsters. If you noticed, there is a percentage under the monster's name. This represents how much you've analyzed the specific monster. Defeating one monster will add 3% to your analysis, so you'll need to defeat 34 monsters of the same type to get a full 100% analysis of the monster. Fortunately, monsters respawn whenever you change areas so you can easily battle same monsters over and over again. This is very helpful for uncommon monsters or those that appear alone in a monster group. Common monsters will normally appear by groups of 2-4.

After getting the full 100% analysis, the collected monster data can be transferred to a monster jewel which in turn, can be transformed to an accessory which attributes are based on the monster's data.



COMBAT BASICS

If you want hands-on training on the game's battle system, I suggest trying out the battle simulator available in the main menu. It is recommended if you want to play the game leisurely, without worrying about the combat mechanics.

Moving - Move your character by using the left analog stick

Attacking - Press A to attack. You may press it continuously to perform combos. The type of attack will automatically adjust if you're attacking a flying or downed enemy.

Jumping - Hold B then press the left analog stick to "dash" to the direction the left stick is tilted. The game refers to this as "jump"

Jump Attack - Sometimes, there are characters that are capable of performing a jump attack. Press A or B again during mid-jump to initiate this

Guarding - Stay still and your character will guard automatically against enemy attacks. Successful guard depends on the attacker's HIT rating versus the defender's GRD rating. You must do anything to successfully guard. Remember that there are also some unblockable attacks as well.

Rush Mode - Activate Rush Mode once your Rush Mode gauge is full. Rush Mode gives the user increased speed, immunity from being knocked back and will have more chances to score critical hits. Charge your Rush gauge by attacking enemies, taking damage or by holding the B button down. Enemies can use this move too so be careful.

Switching - The party leader is the character you're controlling. You can switch characters/leaders by pressing RB or LB. This is done real-time. You can also set their battle mode to "Auto" or "Manual".

Camera - Rotate the camera view using the right analog stick. Press it for an angle lock.

Rage Pointer

This is an indicator that will appear beneath the enemy and represents an enemy's rage against a character. A blue arrow simply means that the enemy will most likely switch targets, preferably someone close to it. A red arrow indicates that the enemy has locked to a character and will attack him/her, ignoring the others. You can get the rage pointer of an enemy directed to you by attacking it continuously, using symbology or special arts. You will want to get the enemy's attention if an ally that it is currently targeting has critical HP or if you want to use blindside against it.

Blindside

Blindsiding is a special move that players can perform to break free from an enemy's lock, slip through its line of vision and exploit an attack from behind. This is a very useful mechanic and will help you immensely during combat. The first requirement to do a blindside is to have the enemy locked unto you. As explained in the previous topic, you'll need to get the enemy's attention by attacking it continuously, using symbology or special arts. Once the enemy's rage pointer is directed at you, hold the B button, which will cause your character to charge up. Once a targeting icon appears on your character, tilt or move the left analog stick to perform a blindside. Once a targeting icon appears on your character, tilt or move the left analog stick to perform a blindside.



Successfully performing a blindside will place your leader behind the enemy. Attacks performed from behind will have more chances of dealing critical damage. You can only get behind the enemy and attack it when you blindside a *Short-Range Attack*. The blindsided enemy will also lose sight of its current target, prompting the rage pointer to be directed to your allies. You can still perform a blindside move from a long-range lock-on; however, your character will only evade at a longer distance for doing so. The enemy won't lose its sight of you as well. Each character has their own unique blindside moves so make sure to experiment in the battlefield. Blindside effects are further enhanced by ranking up BEAT: "Strike".

Blindside Counter

Some enemies are capable of cancelling an attempted blindside and dealing damage to your character. You can still blindside enemies like this by waiting for them to attack. First have them lock on to you. Wait until the targeting crosshair flashes (which is usually a few split-seconds long only) and attempt to blindside the enemy.

Changing Characters: Real Time

Though it is not explicitly mentioned in the game's tutorials, you can switch a reserve character to an active one during a battle. This is a very important method, especially if you want to be more versatile or if you want to pull out a severely wounded ally out of the battle. Simply take control of the character you want to be replaced, open your menu by pressing Y and select SWITCH. Select a reserved member you want to "tag in", wait for a seconds and voila! You have a fresh combatant in the field.

Chain/ Rush Combos

Assign symbols or special arts in the LT/RT buttons. Chain Combos can be performed during a normal combo. Rush combos can be activated by entering Rush Mode while holding the X button. Follow the button combinations as it appears on the screen. Your allies will also join in with the attack, further increasing the total damage dealt.



Bonus Board

The bonus board is something that looks like a tileset in the farthest right side of the combat screen. By meeting certain conditions in battle, colored tiles will be added to the board. You will receive various post-battle bonuses, depending on how many tiles are there in the bonus board and what tile colors you have.

Color	Condition	Effect
Blue	Finish an enemy with a critical hit	+10% EXP
Yellow	Defeat multiple enemies in a single attack	+10% FOL
Red	Defeat enemies using special attacks or symbols	+1% HP/MP recovery
Green	Automatically acquired when ambushed	+1 Party SP

Example: You have 5 Blue, 2 Yellow, 3 Red and 2 Green tiles

Bonus acquired will be: +50% experience, +20% Fol, +3% HP/MP recovered and 2 Party SP acquired.

The Bonus Board will stay for your entire game session and will only reset/ broken whenever any of the following happens:

1. The leader receives a critical hit
2. The leader is incapacitated
3. The party flees from battle
4. You reload your game.
5. A major story event occurs

Once the bonus board has been completely filled, no other tiles can be added, even if you meet the conditions. If you want to create a new tileset, save your game and reload it again to start with a clean bonus board slate. Also, if there are multiple tiles of the same color appear next to each other, they will "link up" and glow. In this case, if the leader takes a critical hit, only half of the tiles will be removed instead.

Status Boosts

Certain skills and symbols can be used to increase your stats temporarily. Status boost icons will appear over the characters' portrait in the combat screen. Characters can only have up to 4 stat boosts at a time. Any new stat boost will replace the first boost (leftmost side) and it will take effect immediately.

B.E.A.T System (Battle Enhancement Attribute Type)

This acts as the character's overall fighting style. Depending on what style you select, that character will earn pre-selected parameter adjustments and will add special effects to specific skills. 2/3 styles have ranks which you can "level" up (by winning battles) and to increase the parameter boost and special effects added to a skill. They are as follows:

a. BEAT: S ("Strike")

This is an offensive fighting style that emphasizes blindsiding. ATK, INT and HIT parameters will be increased. Extra blindside effects will also be available when this style is selected. Furthermore, parameter boosts and number of special effects will increase as the style ranks up.

b. BEAT: B ("Burst")

Defensive fighting style that emphasizes rush mode. DEF, GRD and MAX HP will be increased. Extra Rush Mode effects will be available as well. Furthermore, parameter boosts and number of special effects will increase as the style ranks up.

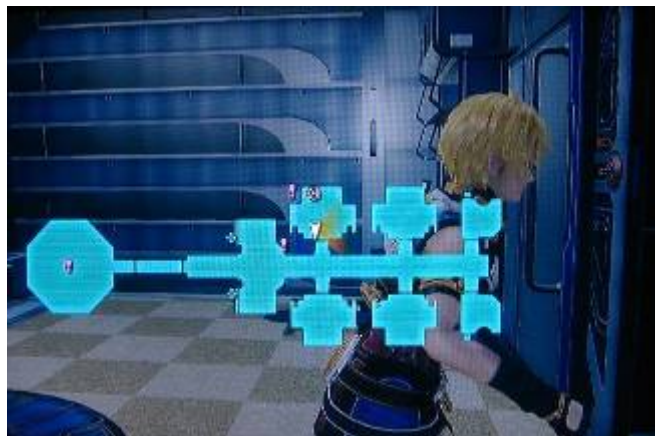
c. BEAT: N ("Neutral")

This fighting style incorporates the benefits of the character's current rank for both Strike and Burst styles. However, there will be no extra effects for blindsiding and rush mode. This style doesn't rank up as well.

WALKTHROUGH

+ Calnus/ Crew Quarters +

Watch the scenes. You'll start the game in a battle simulator. I suggest undergo all the lessons here before proceeding with the game. If you have accessed the simulator option from the main menu earlier, then you can just cancel out of it. More scenes will take place and eventually, you'll be given the chance to control Edge.



The first thing you may want to do is to run so press RT to change between walking and running. As you exit the simulation room, you'll find yourself in the Calnus' Crew Quarters. Expand your map by pressing the START button and familiarize yourself with the icons. The purple exclamation points are points of interests, like story events and interactable items. In this part of the ship, the points of interest are the battle simulator, the room-assignment chart and your bed. The blue cross-like emblem represents the path leading to another area. The purple circle represents a savepoint. Yellow icons represents NPCs. A little later, you'll encounter a green circle, that stands for a recovery point – fully recover your party's HP/MP just by touching it.

Explore the ship if you want, then head to the flight deck.

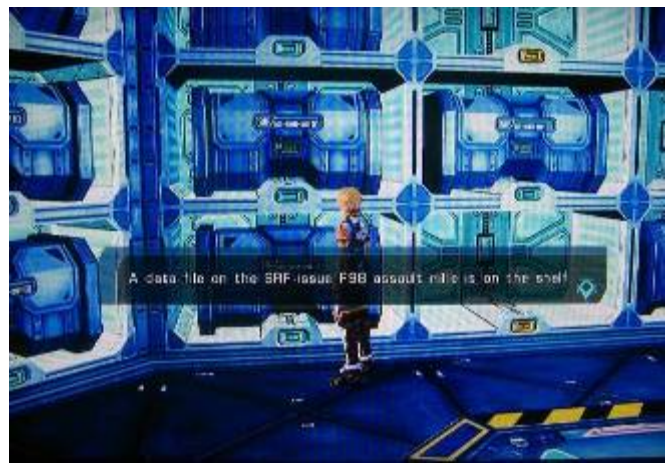
+ Calnus/ Flight Deck +

Talk to Reimi to start the launch sequence. More scenes will follow.



+ Planet Aeos/ Landing Point +

After the scenes, talk to Reimi. You'll be controlling Edge again. Before exploring the area, head back inside the Calnus and talk to Van, by the meeting room entrance. You'll receive a *Recipe Memo 05 (Storm Blade)*. Go inside the meeting room and take the storage room north. Examine one of the shelves there to get the weapon data for *SRF-issued F98 Assault Rifle*.



Go to the flight deck this time and examine the pilot terminals to obtain the spaceship data for the **Aquila** and **Calnus**. Head back outside this time. Talk to Rich near the ladder to get **Sniper's Bangle**. Equip it immediately.



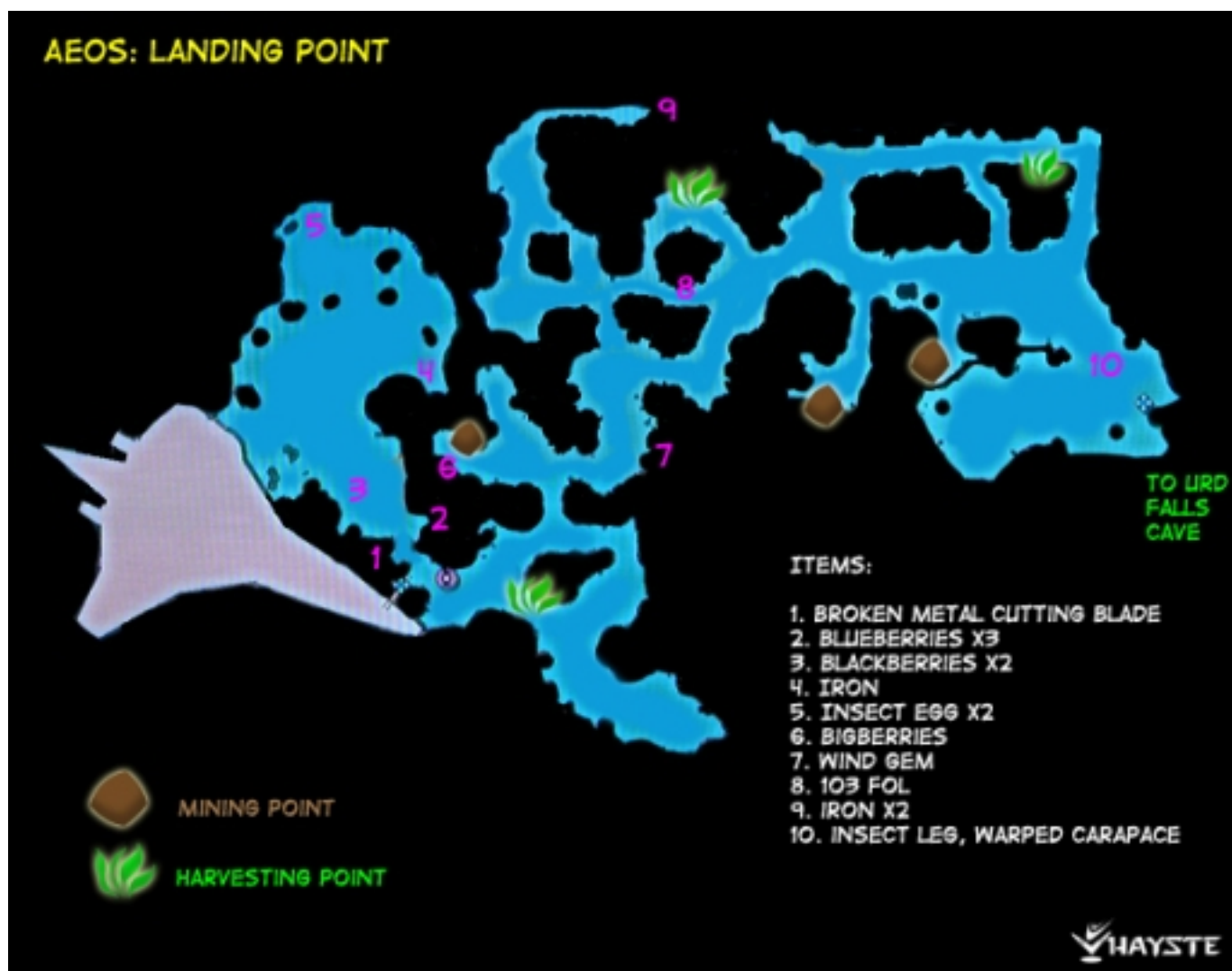
Save your game first then start talking to some people, then finally Reimi. After the short scene, your first real battle will start. These are the common enemies in the area but since this is your first battle, we will consider them as bosses. Put everything you learned in the battle simulator here. These enemies can be easily blindsided so use that to your advantage. Just avoid getting caught in the middle. Quickly dash your way out of danger if ever one of them tries to flank you. Don't hesitate to use your special attacks if needed.



After defeating the bugs, return to the Calnus' Flight Deck and report to the captain. Watch the scenes and Reimi will join your party. Now you can explore the full area since the debris blocking your path is now removed.



Just east of the save point is a harvesting point. Reimi has this command skill so press the B button while standing on it to gather various items. This particular harvest point is replenished whenever you enter and exit the Calnus so you can exploit it to get free exp/party sp, as well as random items. Remember that you can level up Reimi's harvesting skill to increase the quality and quantity of the items acquired from Harvesting Points. This way, you'll have a full stock of Blueberries and Aquaberries before venturing deep into area.



Aeos: Landing Point

Monsters: Adephaga, Adephaga Drus, Killer Wasp

Harvest items: Aquaberries, Blueberries, Insect Egg, Lemon, Pickled plum, Vegetables, White Rice

Mining items: Iron, Silver

You can mine anything yet but don't worry; you can still return here after a while. Just collect the items, build your bonus board and return to the Calnus to rest as needed. Item #7 on the map is actually hidden behind the net-like covering. Head to the Urd Falls Cave next.



Aeos: Urd Falls Cave

Monsters:

Adephaga
Adephaga Drus
Killer Wasp
Giant Bat
Gerel

Harvest items:

Aquaberries
Bizarre Fruit
Blackberries
Blueberries
Insect Egg
Seaweed
Vegetables
White Rice

Mining items:

Iron
Silver

There will be new enemies in this cave. This is the only place where you can fight the Giant Bat so if you want to get a full 100% analysis on that monster, you may need to exit the cave and enter again to reset the monsters inside.

Also, ignore the blocked area for now since you really don't have any means of accessing it. The point of interest in the upper right portion of the map is actually a ledge where you can jump off if you entered from the Northern Coast. (shore) This is where a minor private event with Reimi can be triggered; but you need to return here after acquiring the Calnus.

Aside from the normal cocoon/bulb/egg-like item containers, don't forget to check out the holes in the walls since they have items too. Don't examine them a second time or a nasty steam will blow out and damage your party. The Gerels have the ability to reproduce during battle so unless your duo is practically underleveled and you have problems defeating the enemies here, you should kill them quickly. Otherwise, just let them multiply for more experience. Make your way out to the northwest to reach the new area.



Aeos: Northern Coast

Monsters: Adepgha Drus, Killer Wasp, Gerel, Polyphaga, Killer Chelae

Harvest items: Blueberries, Insect Egg, Defense Seed, Fresh Sage, Lemon, Pickled plum, Vegetables, Seaweed

Mining items: Iron, Silver



This is the only part of the region where the Polyphaga is located. To get 100% analysis, you'll need to defeat 34 of these. Since Polyphagas appear only as one unit per monster group, it will take 34 battles to get the complete analysis you need. However, percent-per-monster ratio still depends on the monster you're dealing with. Bosses will always have the highest percentage per battle, unless they become normal enemies later in the game. There is also a recovery circle here, which completely restores your party's HP/MP, making this a good place to level grind. Remember not to jump from the ledge north of the recovery circle since you don't have any way of climbing back up without activating the next scenes and boss battle. Get all the items within your reach first and check out all the harvest points you can access. Once done, use the recovery circle again and save your game. Jump from the ledge to reach the shoreline.



Grab the nearby items and harvesting point before heading to the yellow icon. I suggest not engaging to any battles at the moment and approach the yellow icon to proceed with the story. You'll be thrown in your first boss battle for the game.



ARMAROS

HP: ??????	EXP: 40
RST: Water, Wind	FOL: 609
WK: Earth	RACE: Other

Faize will join you in this battle. He is a swordsman that can use symbols. And fortunately, this boss is weak against the earth element – which Faize can exploit using his Earth Glaive attack. If you notice, all damage dealt to Armaros is rather small; this is because of an other shell that protects its weak point. I suggest controlling Reimi and attacking from a distance to get its attention, while Faize and Edge whittle its armor away. You should see bits of the shell splintering away for every hit your allies land.



This boss is capable of using electric and ice attacks. Once you see a seal forming in front of it, that means that it will use its Ice Needles attack. Don't dash away from it since the ice shards will most likely hit you. Wait until it releases it then run away to avoid getting hit. After dealing enough damage, the shell should break, exposing the weak "core". Attack it continuously to deal major damage. Alternately, you may also attack from distance, wait for it to close in and blindside it to quickly target its core.

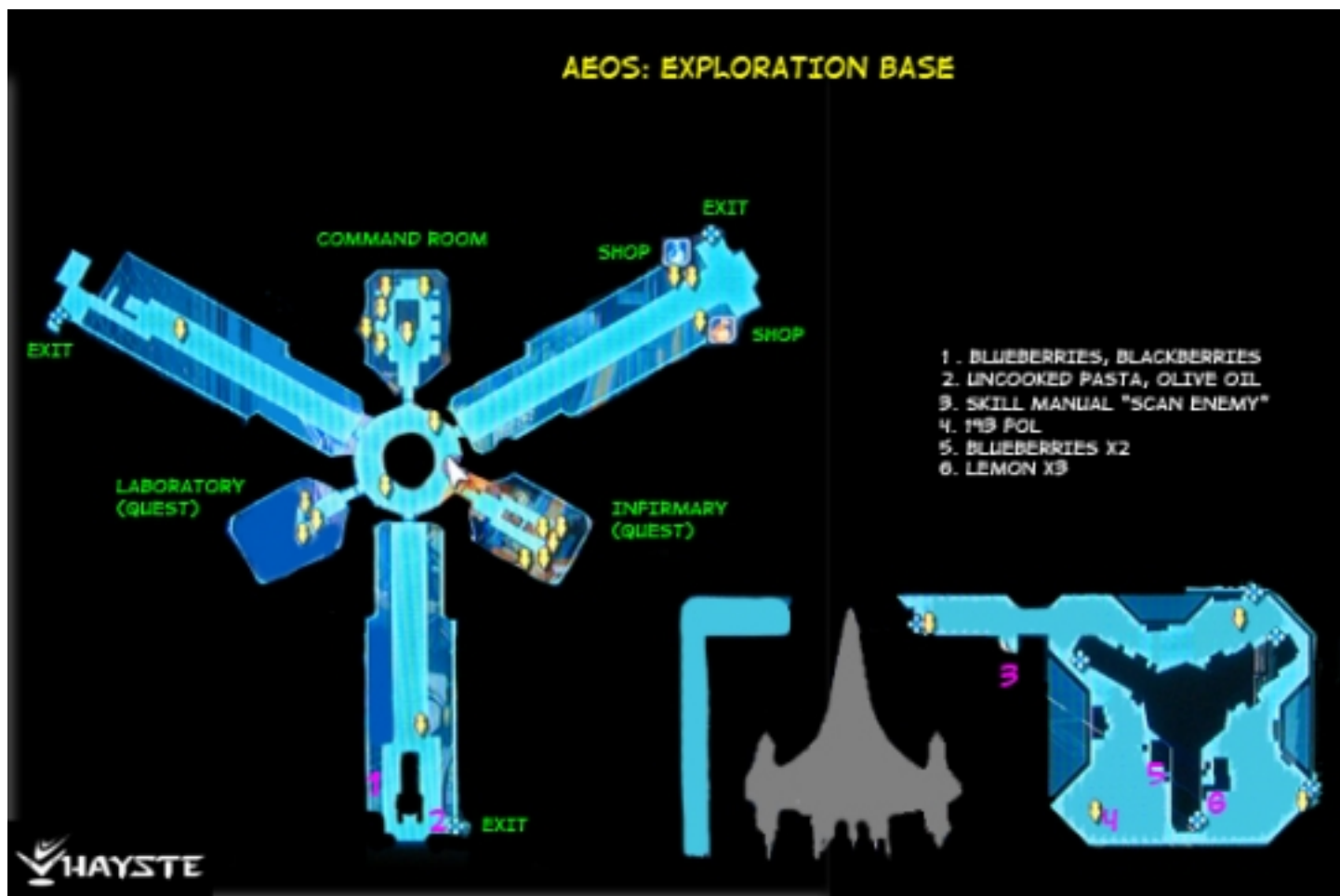
After defeating Armaros, it will be a long walk back to base. Continue east, grab the remaining items and take the only entrance.

Aeos: Urd Falls Cave – Landing Point

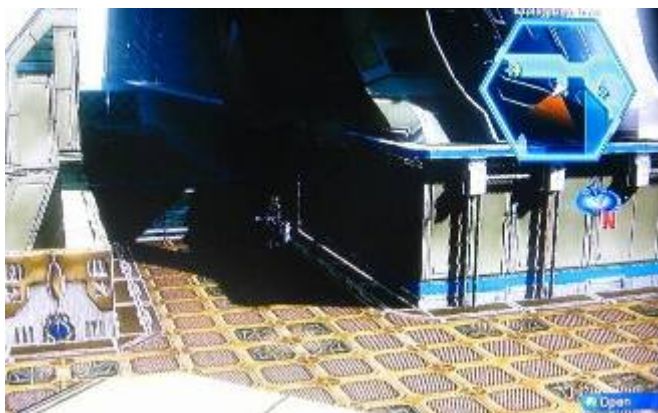
Follow the path and don't forget to grab the item before jumping off the ledge. Trace your steps back to the exit to the south. Backtrack to the southern area of the map to reach a newly formed base, with the help of Eldarians. You may consider going north a bit, past the bridge to reach the other side of the Northern Coast area to grab at least a couple of items. (Refer to the map above) Return to the base when ready.



Aeos: Exploration Base



Before entering, check out the surroundings first since there are 4 chests for you to loot. Most of them are located in the shadows so they're not easily visible until you get closer. Enter the base from any side. Don't forget to loot the two chests in the south wing of the base. You can also rest here. Examine the terminals in the middle to obtain data for the Eldarian ships [Zagzagel](#), [Sol](#) and [Rednuht](#).



Base Shop Alpha		
Inventory	Price	Type
Blueberries	40	Usable
Blackberries	60	Usable
Aquaberries	30	Usable
Fresh Sage	150	Usable
Uncooked pasta	100	IC
Raw Animal Meat	60	IC
Common Egg	30	IC
Vegetables	60	IC
Seasonings	20	IC
Olive Oil	80	IC

Base Shop Alpha		
Order	Qty	Reward
White Rice	3	300
Pickled Plum	5	500
Seaweed	5	800
Gambleberries	3	800

Base Shop Omega		
Inventory	Price	Type
Eldarian Bow	500	Weapon
Silver Bangle	800	Accessory: Wrist
Anthropology	800	Skill Manual
Botany	900	Skill Manual
Entomology	600	Skill Manual
First Aid	2000	Skill Manual
Repair Kit	100	Usable

Base Shop Omega		
Order	Qty	Reward
Iron	5	700
Silver	4	700
Lizardskin	5	900
Lemon	5	300

The shops are located in the NE wing so check it out to purchase some new skill manuals and accept some item orders. Aside from the normal buy/sell menu, merchants will also have a list of items they need. Collect the required quantity of the specific items to earn the cash reward as well as a good boost to your exp and party SP. If you have done the enter/exit-Calnus trick at the start of this adventure, then you should have more than enough materials to complete 2-4 orders; which in turn should suffice in boosting your level a notch.

Base Shop Omega also sells the last component needed to create the Storm Blade. Make sure to buy all the skill manuals and 2 Eldarian Bows if you can afford it. You'll be using the other one to complete an order later on. At this point, Faize's Entomology skill is the one you should boost a few levels to increase the item drop rate of defeated insect enemies, which is quite abundant in this planet.

Once done, head to the communications room in the northern wing to find the captain and the Eldarian Commander, Gaghan. After the conversation, examine the terminals inside the comm room to acquire the data for [SRF-002 Balena](#), [SRF-004 Dendelion](#) and [SRF-005 Eremia](#). Now you can do some sidequests while you're at it.



Quest: The Missing Patient

Visit Airi, the Eldarian physician in the base's infirmary, located in the southeast wing and speak to her. After learning that one of your comrades has gone missing, exit the base and head to the hangar where the Calnus is docked. You should find Rich along the way, staring off ocean. Tell him about Airi and return to her to get your reward.

Reward: 10 EXP, 24 PSP



Quest: Leg Collector

Visit Lilia inside the research lab located in the southwest wing and accept her quest. You should deliver 10 Insect legs to her, which can be acquired by fighting Adephagas. If you have been fighting them for a while now, you should have a good stock of insect legs already. If not, then level up Faize's entomologist skill to increase their drop rate and fight those bugs until you get enough.

Reward: 20 EXP, 18 PSP, Blueberries

Quest: Egg Collector

After delivering the insect legs, Lilia will ask you to bring 8 insect eggs this time. Insect eggs can be harvested or dropped by Adephaga as well. If you don't have enough, just continue battling Adephaga to obtain the necessary quantity of eggs to complete this quest.

Reward: 30 EXP, 20 PSP, Aquaberries, Recipe Memo 20

Return to the comm room and talk to Gaghan, then finally to Captain Grafton. Watch the following scenes. You now have the Calnus as your own!



After your crew takes positions, talk to Faize to receive a [Monster Jewel](#). As explained in the quickstart section above, you can transfer the data of a fully analyzed monster to a Monster Jewel and to convert it to an accessory. For Aeos, the best monster data for transfer is the Adephega Drus which creates an accessory that can boost your ATK by 5 and HP by 100. Check if you already completed everything you need here (especially monster data) and examine the panel in the captain's seat to blast here.

There is a private action between Edge and Reimi back in the Urd Falls Cave, in the jump point where the glowing flowers are. You can make a quick trip there if you like.

+ Calnus +

While en route to your next destination, you can do some private actions with your team mates on board. Just by talking to them, you're already developing your affinities with them. You may also want to start crafting new items now if you still haven't done it yet. Of course, you can simply sleep through the entire trip but you will miss the chance to develop your relationship with your crew members. After the final PA, you will reach your destination which is the planet of Lemuris.



+ Lemuris: Thalia Plains +

After exiting the ship, try to fight a few battles to familiarize yourself with the new enemies, and to get some cash that you may need to upgrade later. There are also two chests accessible here. One is in the far north (Aquaberries x3) while the other is located east of the town entrance. (Aquaberries, Blueberries x2) Enter the village to proceed with the story.

+ Lemuris: Triom Village +

A scene will be triggered as soon as you enter the village. Watch the scenes and Lymle will join the party as your 4th member. Once outside, return inside the house to get the Demon Amulet. Equip it to Lymle to have her benefit from the amulet's +15 INT, +5 DEF ratings.



LEMURIS: TRIOM VILLAGE



HAYSTE

There are two chests located in the southeast portion of the village. However, you can only open the one beside the weapon shop because the other one is protected by an ice barrier. Check out the shops and buy some new item creation materials.

Inventory	Tiger Dojo	
Item:	Price	Type
Botany	900	Skill Manual
Parapsychology	1000	Skill Manual
First Aid	2000	Skill Manual
Elusion	1000	Skill Manual

Inventory	Reflected Moon	
Item:	Price	Type
Blessed Sword	700	Weapon
Mystic Chainmail	1000	Armor
Sniper's Bangle	800	Wrist Accsy
Silver Bangle	800	Wrist Accsy
Sacrificial Doll	500	Neck Accsy
Bowstring	100	IC

Order	Reflected Moon	
Item	Qty	Reward
Flame Sword	1	600
Hunting Bow	1	700
Oyakodon	2	900

Order	Can-Can General Goods	
Item	Qty	Reward
Custard Pie	2	700
Ginseng	5	400
Crystal	1	1000

Inventory	Can-Can General Goods	
Item:	Price	Type
Blueberries	40	Usable Item
Blackberries	60	Usable Item
Aquaberries	30	Usable Item
Basil	30	Usable Item
Fresh Sage	150	Usable Item
Hot Chocolate	50	Usable Item
Vile Goop	300	Usable Item
Ge Gen Tang	400	IC
Empty Bottle	40	IC
Natural Water	120	IC
Magical Brush	200	IC
Earth Paint	80	IC
Fire Paint	80	IC
Attack Card	60	IC
Support Card	40	IC
Alchemist's Water	300	IC
Vinegar	40	IC
White Rice	60	IC
Common Egg	30	IC
Vegetables	60	IC
Fresh Cream	100	IC
Pie Crusts	60	IC

STAR OCEAN.
THE LAST HOPE.

You may buy Parapsychology and Elusion for Lymle. If you have successfully created the Storm Blade earlier, there is no need to change weapons at this point. However, you may still need to purchase the Blessed Sword for data collection and item creation purposes. The weapon shop also sells the elusive Bowstring, a material necessary to create the Hunting Bow. You should be able to create two if you purchased two Eldarian Bows earlier as suggested. Surrender one of the bows to the store proprietor to get the cash reward and exp/party sp bonuses.

The general store also offers various ingredients, paints and cards. With Lymle's Artistry skills, you can combine various paints and cards to create symbology cards with different effects. These are considered as usable items and can be used by anybody, even those who doesn't know symbology yet. Since you have your 4th member already, it is advisable to raise everybody's item creation skills then return to the Calnus to hold invention sessions. Experiment with various combinations with Lymle since everybody can inspire a unique recipe when teamed up with her. After your item creation, return to the village and take either the northwest or northeast exits.

Before you exit, make sure to examine the plowed fields to obtain basil, blueberries and blackberries. The house (residence) in the southwest offers free lodging and a save point so make sure to utilize that as needed. Head out to the fields when ready.

+ Lemuris: Thalia Plains +

Monsters: Dryad, Mist Grave, Peryton, Lizard Soldier, Wise Lizardman

Harvest items: Bigberries, Common Egg, Gambleberries, Lemon, Nectar, Thornberries, Vegetables, White Rice

Mining items: Crystal, Darkness Gem, Earth Gem, Fire Gem, Ice Gem, Mercury, Silver



There will be new enemies here. I suggest fully analyzing the dryads here before heading to the next dungeon since this is the only place where you can find them. Try to engage as many Perytons, Mist Graves and Lizard Soldiers as possible here as well. Don't worry about the elusive Kobolds since they're quite plentiful in the next dungeon. The Wise Lizardman will always appear as alone in a monster group so you'll need to defeat several monster groups to fully analyze it. You will know if there is a wise lizardman in a monster group if you see a lizardman running about with a **smooth, curved sword**, unlike the **jagged sword** a normal lizard soldier carries.

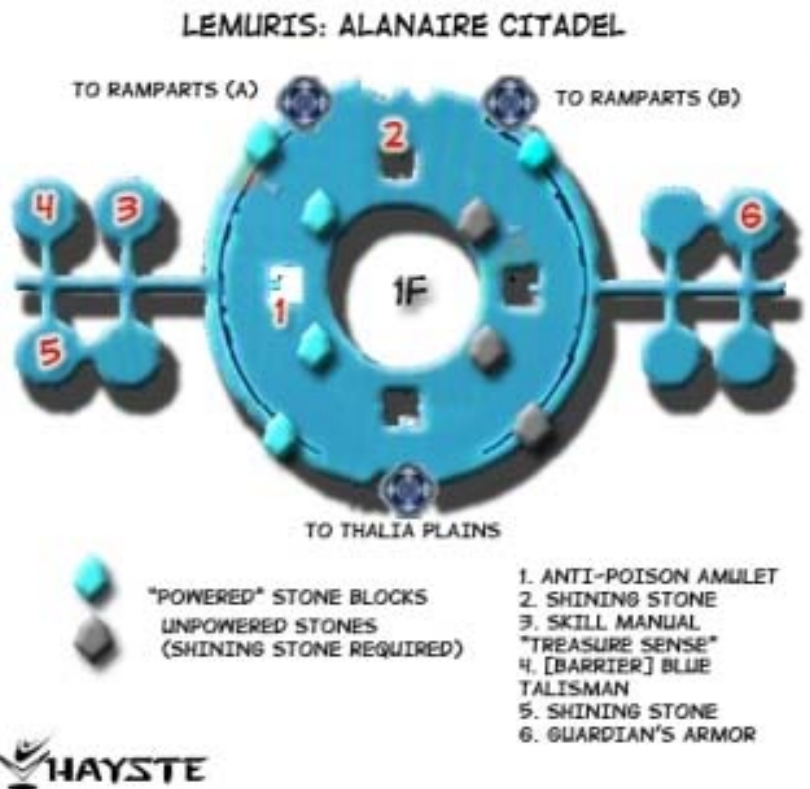
The other regions can't be accessed because both of the paths are blocked. The bridge to the Van Elm region is blocked as well but there is an accessible harvest point you can loot, and a Giant Fungus as well. Refer to the map below to obtain all items, as well as the harvest point locations.

Beware when traversing the frozen lake leading to chests # 11-13. You can only run but not dash. The Perytons will most likely catch you off guard since they can run pretty fast so make sure to face them head on if ever they start to pursue you. The items of interest here should be the second Monster Jewel. You made a wise choice if you still haven't used the first one since there are enemies here that can give good accessories once you fully analyzed them. Save your game near the entrance of the citadel and examine the door to enter it.

+ Lemuris: Alanaire Citadel +

Monsters: Mist Grave, Peryton, Lizard Soldier, Wise Lizardman, Skeleton Soldier, Kobold, Stone Golem

As soon as you open the door, a white light envelops Edge. This is when he'll learn the "Healing" symbology. Upon entering the room, you should look for powered and unpowered stone blocks. You need to look for Shining Stones and insert them to the unpowered blocks before you can interact with them. Start by activating the two stone blocks in the west side of the citadel's ground floor. Grab the items as well.



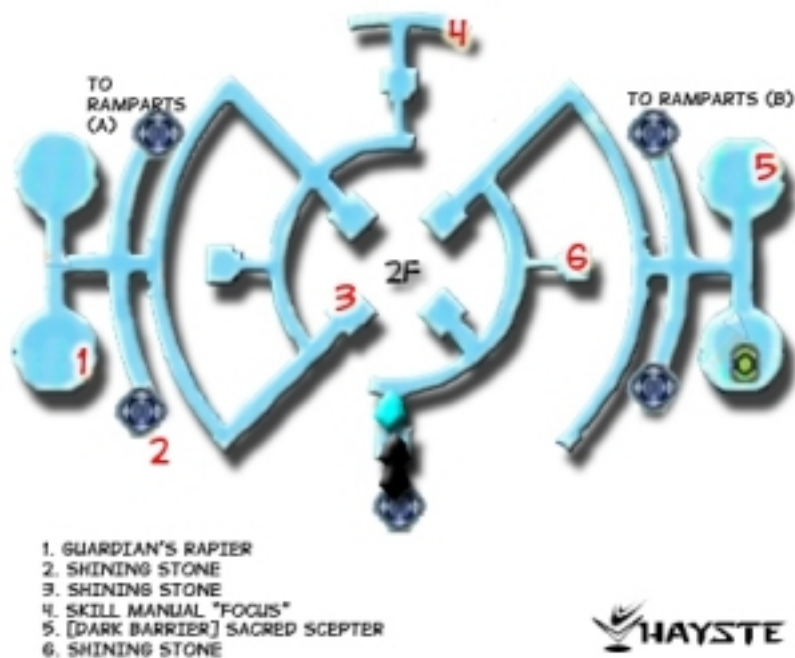
Stone Golems are one of the new enemies here. Though they may look intimidating, their attacks aren't that really damaging. Besides, they are really slow when moving or acting so you can easily perform backsides at them. There are numerous Kobolds here so try to work your analysis while you're still here.

Upon activating the two stone blocks in the ground floor, make your way back to the entrance (south) and look for the stairs to the west and follow the narrow path. Activate the third stone block then go through a small corridor leading to four small rooms. The item of interest here is the Treasure Sense. Upon acquiring it, use it on Lymlé and you'll be able to see the locations of all the chests, harvest points and mining points in the map. It is a passive skill so it will always be active. You won't have to worry about missing treasures anymore!



Return to the main path and continue north. Activate the last stone block in the western area and exit (Ramparts-A). Be careful of waiting enemies in the tight ramparts. You will most likely deal with them instead of attempting to evade them. Continue along the stairs to reach the second floor of the citadel.

LEMURIS: ALANAIRE CITADEL 2F



Once you've reached the second floor, grab the Guardian's Rapier to the southwest. Before exploring the catwalks in the middle area, exit to the ramparts down south first to reach a broken ledge with a lone chest on it. Be careful though, there is a couple of enemies here waiting for you.

Return to the main path and grab the items along the catwalks. After looting the chests here, make your way to the 1st floor and insert the shining stones to the unpowered stone blocks. Use the stairs to the SE corner, near the entrance and use another shining stone. Grab the Guardian's Armor in one of the rooms to the east, return to the main path then activate the last stone block in this floor to exit to the other side of the ramparts (B)

Once you made your way to the eastern side of the second floor, use the much-appreciated recovery sphere in the SE room to refresh your party. Grab the last shining stone and use them to activate the last two unpowered stone blocks to the south. Use the elevator to reach the next floor and save your game.



DRAGON NEWT

HP: 9563	EXP: 19
RST: - - -	FOL: 178
WK: - - -	RACE: Demon
Drops: Lizardskin, Fire Gem, Attack Card, Support Card	

This boss is very agile and you will need to switch characters often if you want to preserve your bonus board. Its Rush Gauge seems to charge at a faster rate so expect him to be in rush mode mostly during the fight. Take control of Reimi, cast Focus and order Faize and Lymle to keep their distance from the enemy and concentrate in casting offensive and healing symbols instead. If you didn't do that, they will most likely charge in and obtain unnecessary damage. Keep shooting at a distance, landing special attacks in between. If its attention switches to your leader, quickly switch to one of your spellcasters and continue casting.



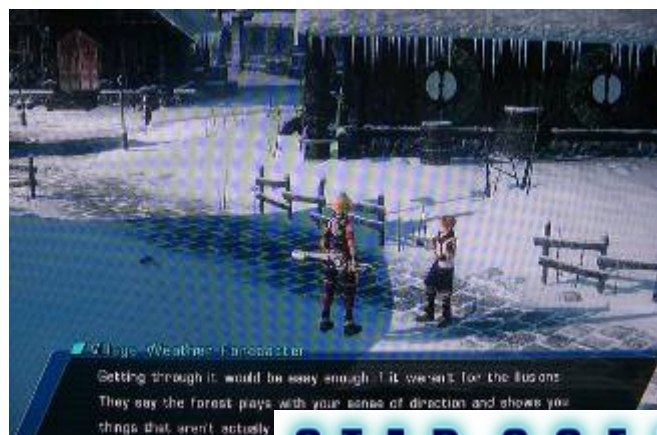
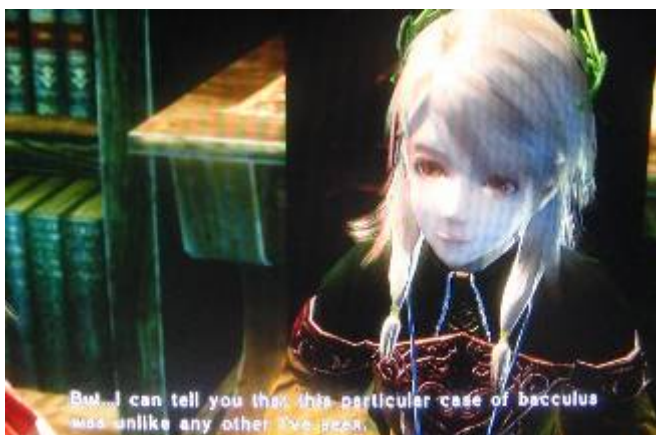
This boss is also the first enemy in the game that can counter Blindsides so don't use them without waiting for boss' target icon starts flashing. Try to perform a Rush Combo since whenever your Rush Gauge is full to quickly end the fight. Or if you are particularly overleveled at this point (you should be if you've been busy collecting enemy data and fully analyzing them) then you shouldn't worry about the damage but concentrate on preserving your bonus board to get the most out of this battle.

Watch the scenes after the battle. Once in control again, go north through the door. The chest to the SW is protected by a holy barrier so you can't do anything with it at the moment. Examine the point of interest as marked in your map.



+ Lemuris: Van Elm Region – Woodley Village +

You'll be in a new area after the scenes. Grab the nearby chests and harvest points but don't stray away too far from the village. You need to go there first to proceed with the story, then you can work your way to the remainder of the map and completing enemy analysis. Enter the village and head to the house, NW edge of town. Watch the scenes and you'll obtain the **Symbol Stone**. Before you head to your next destination, there are a couple of stuff you can do around town.



Thousand Gods General Store		
Inventory		
Item:	Price	Type
Blueberries	40	Usable Item
Blackberries	60	Usable Item
Mixed Syrup	100	Usable Item
Aquaberries	30	Usable Item
Basil	30	Usable Item
Fresh Sage	150	Usable Item
Hot Chocolate	50	Usable Item
Vile Goop	300	Usable Item
Rich Cheese	180	IC
Ge Gen Teng	400	IC
Sharkskin	80	IC
Empty Bottle	40	IC
Natural Water	120	IC
Magical Brush	200	IC
Earth Paint	80	IC
Water Paint	80	IC
Fire Paint	80	IC
Mysterious Paint	60	IC
Support Card	40	IC
Rivet	20	IC
Alchemist's Water	300	IC
Vinegar	40	IC
White Rice	60	IC
Raw Animal Meat	60	IC
Raw Fish	80	IC
Common Egg	30	IC
Vegetables	60	IC
Olive Oil	80	IC
Special Warashita Sauce	120	IC
Fresh Cream	100	IC
Pie Crusts	60	IC

Thousand Gods General Store		
Orders		
Item	Qty	Reward
Shortcake	2	800
Caterpillar Fungus	2	400
Mercury	3	600

Three Leaf Books		
Inventory		
Item:	Price	Type
Botany	900	Skill Manual
Parapsychology	1000	Skill Manual
Chain Combos	3000	Skill Manual
Pickpocketing	200	Skill Manual
First Aid	2000	Skill Manual
Elusion	1000	Skill Manual
Taunt	800	Skill Manual

Weapon Shop VIII		
Inventory		
Item:	Price	Type
Blessed Sword	700	Weapon
Torch Bow	800	Weapon
Flame Wand	1500	Weapon
Mystic Chainmail	1000	Armor
Bandit's Gloves	3300	Wrist Accsy
Sniper's Bangle	800	Wrist Accsy
Silver Bangle	800	Wrist Accsy
Sacrificial Doll	500	Neck Accsy
Iron	400	IC
Bowstring	100	IC

Weapon Shop VIII		
Orders		
Item	Qty	Reward
Fire Gem	4	2400
Wolf Fang	3	300
Lacquer	5	200
Iron Saber	1	600

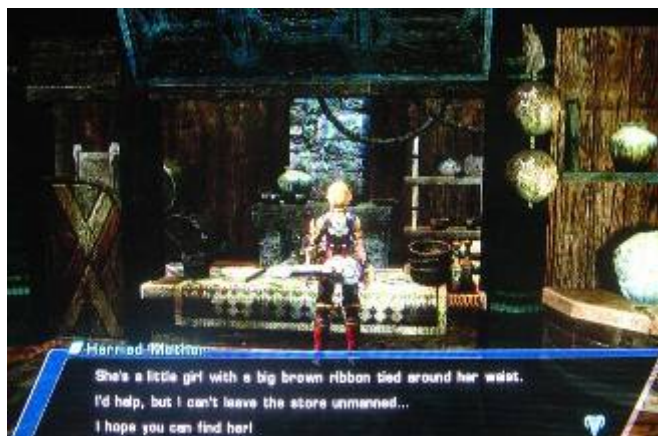
LEMURIS: WOODLEY VILLAGE



1. BLACKBERRIES
2. CURING SHEET X2
- A. LUTEA'S HOUSE
- B. THOUSAND GODS GENERAL STORE
- C. FIRST SNOW INN
- D. WEAPON SHOP VIII
- E. THREE LEAF BOOKS

Pickpocket List	
Village Weather Forecaster	Gambleberries
Elmirre, Oracle Aspirant	Magic Bracelet
Ultimate Master's Granchild	Frozen Cinder
Nerve-wrecked Mother	Vinegar
Hyperactive Kid	Attack Card
Outdoor-Loving Cat	Basil
Storehouse worker	Ripe Berries
Shy Boy	Hot Chocolate
Accommodating Woman	642 Fol
Lutea	Fire Gem
Lutea's Mother	Bigberries
Foolhardy Girl	Lacquer
Sir Francis, Curious Cat	Anti-Poison Amulet

Grab the two items first. There is also a chest containing Fresh Sage x2 inside one of the rooms in the inn, and an Anti-Stun Amulet in the weapon shop. The accommodating woman in the southeastern part of the village will also give you a free Hot Chocolate by talking to her. The general store won't open unless you do a sidequest first so let's do that first.



Quest: The Little Lost Girl

Talk to the harried mother inside the general store and she'll inform you that her child is missing. It's not a hard quest so just exit the shop and talk to the girl near the western village exit. Return to the mother and obtain your reward. You can immediately activate the second quest afterwards.

Reward: 50 EXP, 8 PSP

Quest: The Curious Kitty

Talk to the foolhardy girl and learn that her cat, Sir Francis left to the forest. You can complete along with your main quest, since you can find him in the same path you're going to take. After finding and talking to the cat, return to the village and talk to her again to earn your reward.

Reward: 50 EXP, 32 PSP

~ Pickpocketing 101 ~

This is the first location in the game where you can start pickpocketing people, animals – and even your team mates (while inside the ship). Before you start pickpocketing like crazy, I must warn you that each of your party members has a 2 or 3/ 10 chance of “catching” you stealing. Unfortunately, they won't react and you'll have no clue as to when you've been caught or not. But one thing is for sure though; if they caught you in the act, you'll automatically lose an affinity point (your relationship for your party members will be affected negatively) so pickpocket ONLY if the target has a rare or uncommon item. Most of the items that you can get can be bought or simply trash so you shouldn't have any problems deciding who to steal from.

First, you must teach Edge the Pickpocketing manual that can be bought from the bookstore. Purchase a Bandit's Glove and equip it to him as a wrist accessory. Approach your target and press B to attempt pickpocketing. Your chances of success depends on your current skill level for pickpocketing vs the character's pickpocketing resistance (also with levels 1-10). You can attempt as many times as it takes; however, they will only carry one item at a time. A pickpocketing list will added in various locations as you go through this guide so make use of it to help you decide your targets.

~ On the way back to Triom ~

I suggest buying as many item creation materials here, like the iron because you will be using that to create new weapons and armor. Talk to the weather forecasting man near the western exit to learn that you'll need to find a Faerie Orchid in order to pass through the illusionary obstacles in the silent forest. Finding the orchid isn't that hard actually. Exit the town and make your way to the southernmost tip of the area.

LEMURIS: VAN ELM REGION



+ Lemuris: Van Elm Region +

Monsters:

Apprentice Scumbag
Man-Eating Tree
Giant Fungus
Mana Yeti
Horned Turtle
Mist Grave
Kobold
Stone Golem

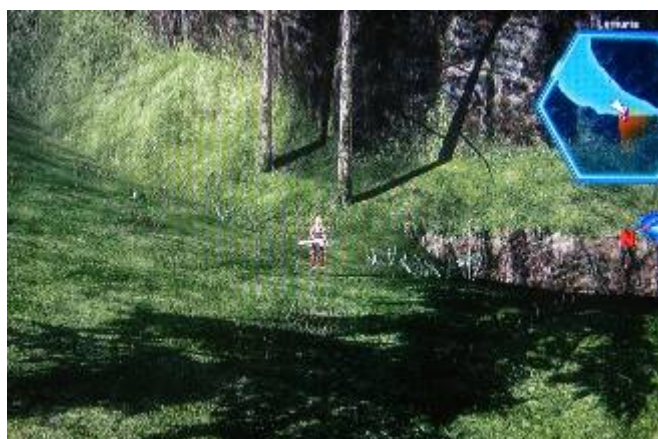
Harvest items: Bigberries, Bizarre Fruit, Blackberries, Caterpillar Fungus, Ebony, Gambleberries, Ginseng, Fresh Sage, Lacquer, Lemon, Nectar, Protection Seeds, Ripe Berries, Tasty Mushroom, Tasty Mushroom?, Wooden Stick

Mining items: Crystal, Darkness Gem, Earth Gem, Fire Gem, Ice Gem, Mercury, Silver

There are a lot of new enemies here and if you want, you can spend an hour or two completely analyzing them. One trick you can do is to let the enemies like Horned Turtles, Mana Yeti, or Stone Golems surprise you from behind. You'll have more chances of encountering two of them in a monster group, instead of one if you started the battle using normal encounter or preemptive approach. This way, you can speed up your analysis.

Once maxed, you might consider transferring the Horned Turtle or Apprentice Scumbag's monster data to a Monster Jewel and use it as an accessory. The Horned Turtle's jewel boosts your guard by 40 while the Scumbag's jewel will allow you to earn an additional 15% fol after every battle – an indispensable way of getting rich early in the game! Be careful when fighting the scumbags – they can steal from you then run away from battle. Kill them immediately to retrieve your stolen fol or item before losing it forever.

The Faerie Orchid is located in the southernmost tip of the area, as displayed in the map above. Sir Francis, the curious cat can be found in the middle of the silent forest, if you have activated the quest. Talk to it and return to the village to get your reward and to rest as well. Once you're done with your business here, make your way back to Thalia Plains then to Triom Village.



+ Lemuris: Triom Village +

Talk to Ghimdo. You'll be informed that you'll need to go to the Wind Swallow Valley. You'll also obtain the **Fire Ring** after the scenes. Since it has no charge, talk to the Shady Sorceress standing beside a tree to have it recharged for free. For subsequent recharges, you will need to pay 800 fol. Check out the frozen chest to the southeast of the village and press B to melt the ice and obtain the item inside. (**Recipe Memo 02: Earthsoul Bow**)



Pickpocket List: Triom	
Iron-Willed Man	Anti-Stun Amulet
Minuit, Devout Man's Cat	Tasty Mushroom
Devout Man	Vile Goop
Obstinate Woman	Empty Bottle
Spoiled Boy	Blueberries
Shady Sorceress	Alchemist's water
Faithful Elder	Sacrificial Doll
Faithful Youth	Sacrificial Doll
Lonely Young Girl	10 Fol
Chilly Old Crone	Hot Chocolate
Big-Hearted Man	1 Fol
Ghimdo	780 Fol
Ever-smiling woman	53 fol
Clever Cat	Lizardskin

Try to complete as many orders as you can because the shops will be closed later in the story. You must return to Calnus and start crafting as many items as you can (and to watch yet another comical scene with the ever comedic Welch). Increase your item creation skills as well and hold invention sessions until your team can't think of anything new to create. You should have created the Flame Sword by now, as well as the Iron Saber and Earthsoul Bow for Faize and Reimi respectively. Remember to rest and save your game if you want. Oh, and don't forget to **steal another Monster Jewel from Faize**. (Reimi and Lymle carry useless items so don't bother)

Once ready, head to frozen lake in Thalia Plains and exit to the next area to the east.

+ Lemuris: Wind Swallow Valley +



Mining items: Crystal, Darkness Gem, Earth Gem, Fire Gem, Ice Gem, Mercury, Silver

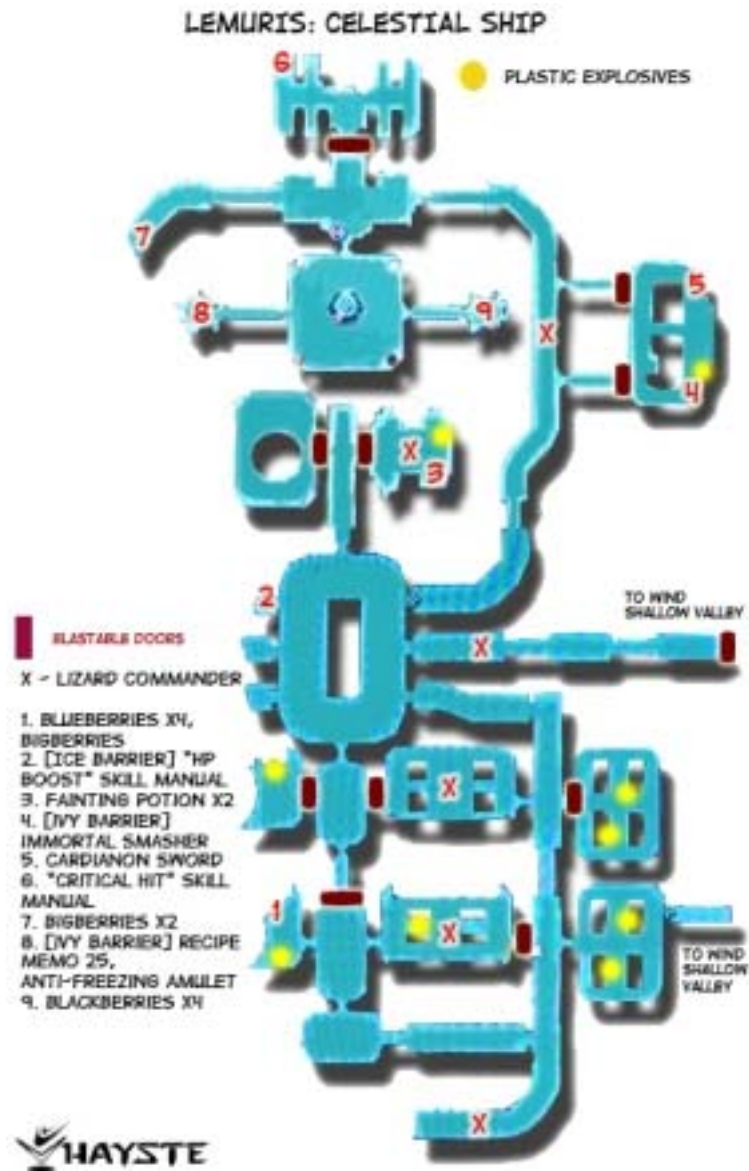


Use your Fire Ring to melt the ice blocking the path. The chest located in the northern part of the ship can only be accessed from the inside so don't worry about it for now. Follow the linear trail and it should lead you to the entrance of the ship.

+ Lemuris: Celestial Ship +

Enemies: Harpyia, Saber-Toothed Tiger, Wise Lizardman, Lizard Soldier, Lizard Commander, Dragon Newt

The Lizard Commander will take time to analyze completely because it will appear only once per monster group and there are only 6 specific locations in the ship where they dwell. They are using the same weapon as the ordinary Lizard Soldiers but they don a much darker armor and they have a different mark on their heads. The enemies respawn here if you exit/enter the ship so you should be able to get the full analysis of the Lizard Commander after a few trips inside. Remember that you must complete the analysis before you defeat the boss of this dungeon or you'll lose the chance forever.



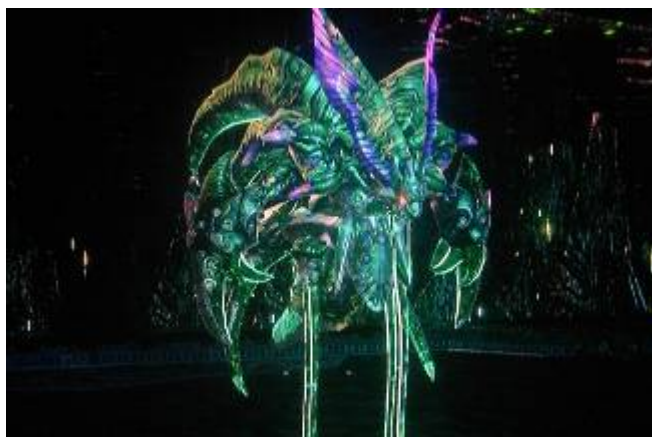
Beware of a few obstacles in the ship. Electrical sparks for example deals damage when you touch it while the frozen floors won't allow you to dash and of course, it will be slippery. There are also locked doors inside which you should be able to break open by using the plastic explosives scattered around the ship. They can be found on cargo containers; since they are sparkling, you should be able to spot them without problems.

There are 11 doors that can be forced open by explosions. Though you don't need the explosives in order to proceed, most of the items can only be acquired by breaking down the locked doors. Besides, they are worth 40 EXP and 5 PSP too so you're efforts won't be in vain. After placing the explosives, you need to shoot it with a Fire Ring to activate it. Quickly get away from it or you'll be damaged.

The corridor in the middle of the map that leads back to Wind Swallow Valley will lead you to the other chest you can't access earlier. It contains Reimi's [Blizzard Protector](#). This is also the spot where you can easily max the Lizard Commander's analysis. The Lizard Commander appears along the corridor so you just need to enter/exit the ship to respawn it. Fortunately, this enemy is worth 3% per unit so you just need to defeat it 34 times to max it. Dragon Newts will be common enemies here. They will be available inside the 1F area. You may try to max their analysis here but you don't need to burn yourself up because they'll be available in the next dungeon you'll explore. You must concentrate maxing the analysis for the Lizard Commander (as well as the other new enemies here) for the meantime.



Head to the interaction point and examine the console. Watch the scenes. Once in control, you'll obtain the **Cardianon Data Disc**. Save your game and enter the door. There will be a 3-party ambush here, a good way to build your bonus score with green tiles. Once defeated, use the recovery point but you may need to defeat the Dragon Newt in the room to access the chest and recovery sphere without problems. Take the elevator up. In the upper deck, don't forget to grab the two items. Fresh Sage x2 is to the southwest of the elevator while the **Power Bracelet** [Ice Barrier] is in the southeast corner. Save your game if you still haven't and proceed north. Remember to turn off Faize's ice symbols and make sure Lymle has only healing and fire symbols activated. You may also feed your team mates with stat boosting dishes if you made any. Examine the crystal to proceed with the story and a boss battle.



BARACHIEL

HP: ?????	EXP: 833
RST: Earth, Ice	FOL: 2403
WK: Fire	RACE: Other
Drops: Monster Jewel	

This boss is an airborne enemy, making it hard to hit it. It can absorb Ice attacks but it is weak against Fire attacks. You'll need to rely on Lymle in offense. If you have the Flame Sword equipped, then the battle will be easier. If you want to preserve your bonus board, attack from a distance. Switch between Reimi, Faize or Lymle and take care of the healing and manual spell casting if needed. This boss' attacks are really hard to evade so let the AI take control of Edge. You have to be aggressive in this battle; change Edge's tactics to go all out and use his chain/rush combos. Try to perform rush combos whenever you can.

If you are spending a few hours to complete the monster analysis before this fight, then you'll end up having a particularly high level at this point – which your concern won't be about taking damage but preserving your bonus board instead.



After the battle, you'll need to walk back to Triom village. All lizard type enemies will vanish from Lemuris, making your trip back to the village a breeze.

+ Lemuris: Triom Village +

Watch the following scenes. The shops will be closed so if you missed any orders from any of the two shops, then... Anyway, Lymle will join your party permanently. Talk to the Shady Sorceress once more and have your Fire Ring recharged the return to the Calnus.



+ Calnus +

Head to the Flight Deck for a scene. You will have access to the Galactic Map now. You have two destinations available: Aeos and Cardianon. You may return to Aeos to complete some of the orders and to trigger a private action with Reimi. If you decided to visit Aeos, trigger the PA by talking to Captain Grafton and choose "You knew, sir?" as the reply to get a lot closer to Reimi. You may want to complete some orders there as well because the shops here won't stay open for long. You can also pickpocket 2 **Monster Jewels** here; one from Commander Gaghan and the other is from Kaye, the Eldarian Researcher. Another item worth stealing is the **Protection Seeds** from Airi, the Eldarian Physician. Head to Cardianon to proceed with the story.

Pickpocket List: Aeos Exploration Base	
Duncan, SRF-002 Crewman	Aquaberries
Jakov, SRF-004 Crewman	Bigberries
Jeter, SRF-004 Crewman	230 Fol
Ector, Eldarian Crewman	Aquaberries
Bawles	1 Fol
Rose, SRF-002 Crewman	Fresh Sage
Kaye, Eldarian Researcher	Monster Jewel
Curious Eldarian	Bizarre Fruit
Supreme Commander Gaghan	Monster Jewel
Chad, SRF-004 Crewman	Seaweed
Commander Grafton	Natural Water
Donald, SRF-002 Crewman	Blueberries
Rose, Smiling Eldarian	10 fol
Van	Pickled Plum
Pazal, Eldarian Scientist	Seasonings
David, SRF-002 Crewman	Olive Oil
Lilia, Chief of Analysis	300 fol
Airi, Eldarian Physician	Protection Seeds
Alton, Eldarian Base Worker	Uncooked Pasta



During warp, talk to Reimi to receive a call from the moonbase. Before reaching Cardianon, you'll may trigger some PAs with your teammates.



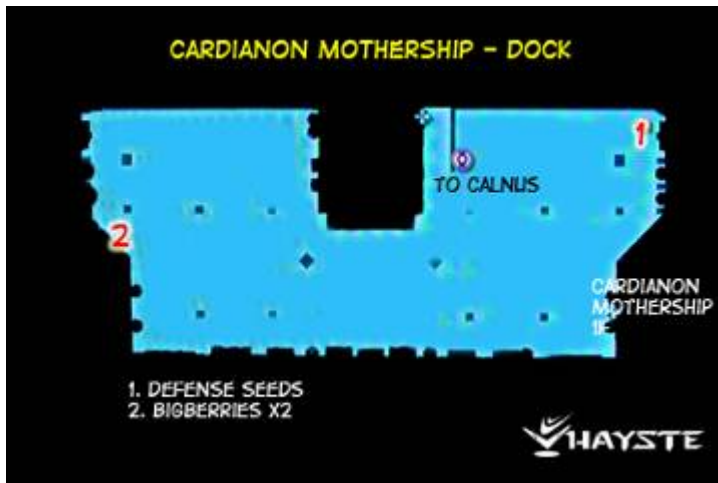
1. Talk to Reimi in the Recreational Room. Best reply is **"Your birthday, right?"**
2. Head to the meeting room, approach Lym for another scene. This will make Lym grow closer to Faize and Edge
3. Examine the item creation control panel to witness an amusing scene with Welch and Lym
4. Return to the recreation room and talk to Faize.
5. Go to the Training Simulator upstairs in the Crew Quarters.
6. Return to the recreation room and talk to the guys.



After the scenes, you'll get a confirmation that you have reached your destination. Save your game and go to the flight deck. Watch the following scenes.

+ Cardianon Mothership - Dock +

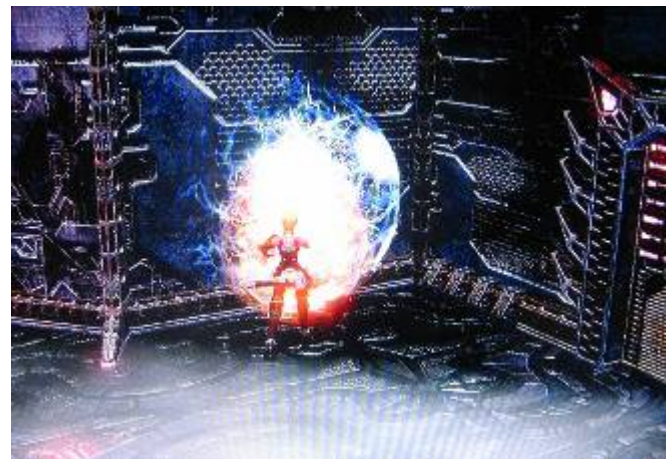
After getting towed by Cardianon tractor beam, save your game and prepare to head out. Grab the two items by the dock and head to the only exit to the southeast. A battle will trigger immediately. (So much for the welcoming party) Defeat the enemies and head to the next area.



+ Cardianon Mothership – 1F +

Enemies: Guard Bot "Commando", Guard Bot "Assaulter"

The item of interest in the next area is the Thunder Ring, which is also a requirement in order to pass through the central door that automatically closes when you approach it. After getting all the treasures and the Thunder Ring, approach the interaction point (purple exclamation) and press B against the control panel to short it. You can fully recharge your Thunder Ring by examining the jolts of energy from the destroyed panel. Proceed south and grab the remaining loot. Proceed to the next area.

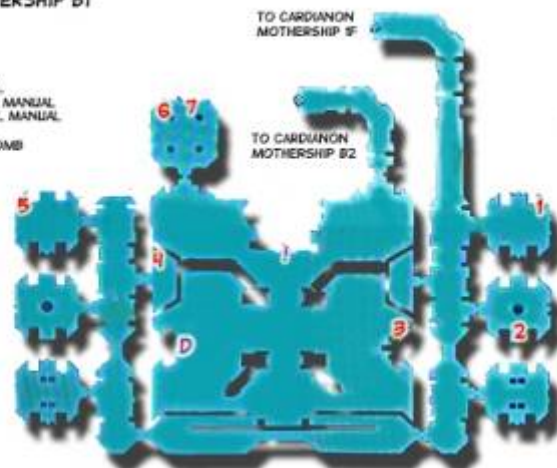


+ Cardianon Mothership – B1 +



CARDIANON MOTHERSHIP B1

1. MONSTER JEWEL
2. 1020 FOL
3. [ICE BARRIER] CRYSTAL
4. "AUTO-HEALING" SKILL MANUAL
5. "CHAIN COMBOS" SKILL MANUAL
6. THUNDER ARMLET
7. COMPACT FREEZING BOMB
- D. MOTHERSHIP DATA
- I. INTERACTION POINT



The skill Auto-Healing can be found in this floor. You can teach to anybody but I suggest save it later for a new character instead if all your characters have no spare battle skill slot available. There is another Chain Combos skill available here. After collecting all the items, examine the terminal located to the western side of main floor to get the data for the **Cardianon Mothership**. Next, examine the main terminal in the center to obtain the password to unlock to the door to the northeast.

+ Cardianon Mothership – B2 +

Enemies: Dragon Newt, Lizard Shaman, Lizard Warrior, Cardianon Soldier, Guard Bot "Commando", Guard Bot "Assaulter"

Inventory	Compact Vendor Unit 003	
Item:	Price	Type
Blueberries	40	Usable Item
Blackberries	60	Usable Item
Ripe Berries	200	Usable Item
Basil	30	Usable Item
Fresh Sage	150	Usable Item
Compact Poison Bomb	800	Usable Item
Compact Stun Bomb	800	Usable Item
Compact Freezing Bomb	800	Usable Item
Compact Silence Bomb	700	Usable Item
Scrambling Unit	300	Usable Item
Gunpowder	80	IC
Microcircuit	400	IC



Cardianon Soldiers are classified as humanoids so boost Edge's Anthropology skill to get the most out of your battles against them. There is also an automated shop nearby so make use of that. Don't buy Gunpowders or Microcircuits just yet since they are normal enemy drops within this area and the next.

You'll need to perform several tasks here in order to proceed and they are conveniently marked in the map above as well. First, head to the crysleep chamber, where frozen Cardianons lie. Examine the corpse of the a Cardianon soldier (B) for a scene. Head to the temperature control terminal to the east annex of the room (A) and use your Thunder Ring to destroy the controls. The chamber's temp will raise, but it will also release new enemies; Lizard Warriros and Shamans. I suggest fully analyzing the Lizard Warriors here since this is the only location they thrive in greater numbers. Don't worry about the Shamans since they are painfully abundant throughout the next area. Also, it may be best to complete the analysis of the Dragon Newts here if you still haven't done yet. You can reload the area by going back and forth from the stairs leading to B1.



Examine the dead lizard's body again (B) to get the **Cardianon ID Card**. Head to the registration station to the northeast and zap the controls outside (C) to gain access to the room. Examine the terminal to have your ID registered. (D). Loot the items in this floor and finish your business. Finally, examine the access panel beside the savepoint and swipe your registered ID card.



Before you go to the next rooms, make sure that you have completed your business here. Once you proceed, there's no going back. Don't worry; the boss battle is still way off. Watch the following scenes.

+ Subterranean City – Biological Lab B1 +

Enemies: Dragon Newt, Lizard Shaman, Lizard Warrior, Cardianon Soldier, Guard Bot "Commando", Guard Bot "Assaulter"

After the conversation with the megalomaniacal lizards, you'll need to talk to your allies. You need to choose the correct response to proceed. If ever you said something they don't want to hear, just talk to them again and select a different answer. After the talking to all of them, another scene will follow. Behold, the Steel Giant joins your party.



STAR OCEAN.
THE LAST HOPE.

~ Using Bacchus ~

Despite his size, Bacchus is very agile and mobile. He is a long distance fighter, but he can also perform devastating melee attacks. His HP and defense are actually high so he can act as your tank to take most of the damage for the team. He starts with two special attacks: Force Breaker is a mid-long range multi-missile attack while Galvanic Shock is a close-quarter electric attack that deals multiple damage and may stun enemies.

Also, Bacchus has the field skill MINING which is pretty much what you need to harvest gems and various minerals. His another useful field skill is STEALTH which will make Edge invisible while exploring. This is very useful in avoiding fights with unnecessary monsters (the ones you already fully analyzed) or if you want to make a run to a nearest savepoint, recovery point or shop. Raise its skill level to prolong the duration of stealth mode. Remember that you'll still enter a battle if you bump to an enemy but at least, they won't be that aggressive. I suggest making him your leader from time to time and try to learn how to control him. This is for the sake of individual character battle trophies after all.

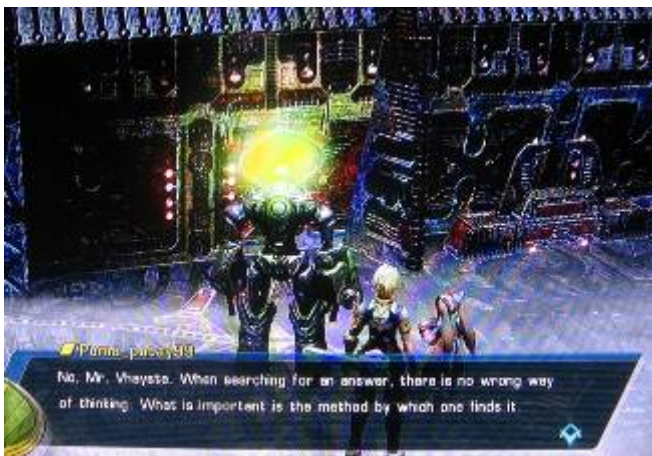


****Area map is located below****

Once in control, you need to work your way to the surface. **This is the last area where you can fight Lizard Warriors (though they only appear here alone per monster group) and Dragon Newts** so make sure you've completely analyzed them before you head out. Simply exit and enter the area again to reload them.

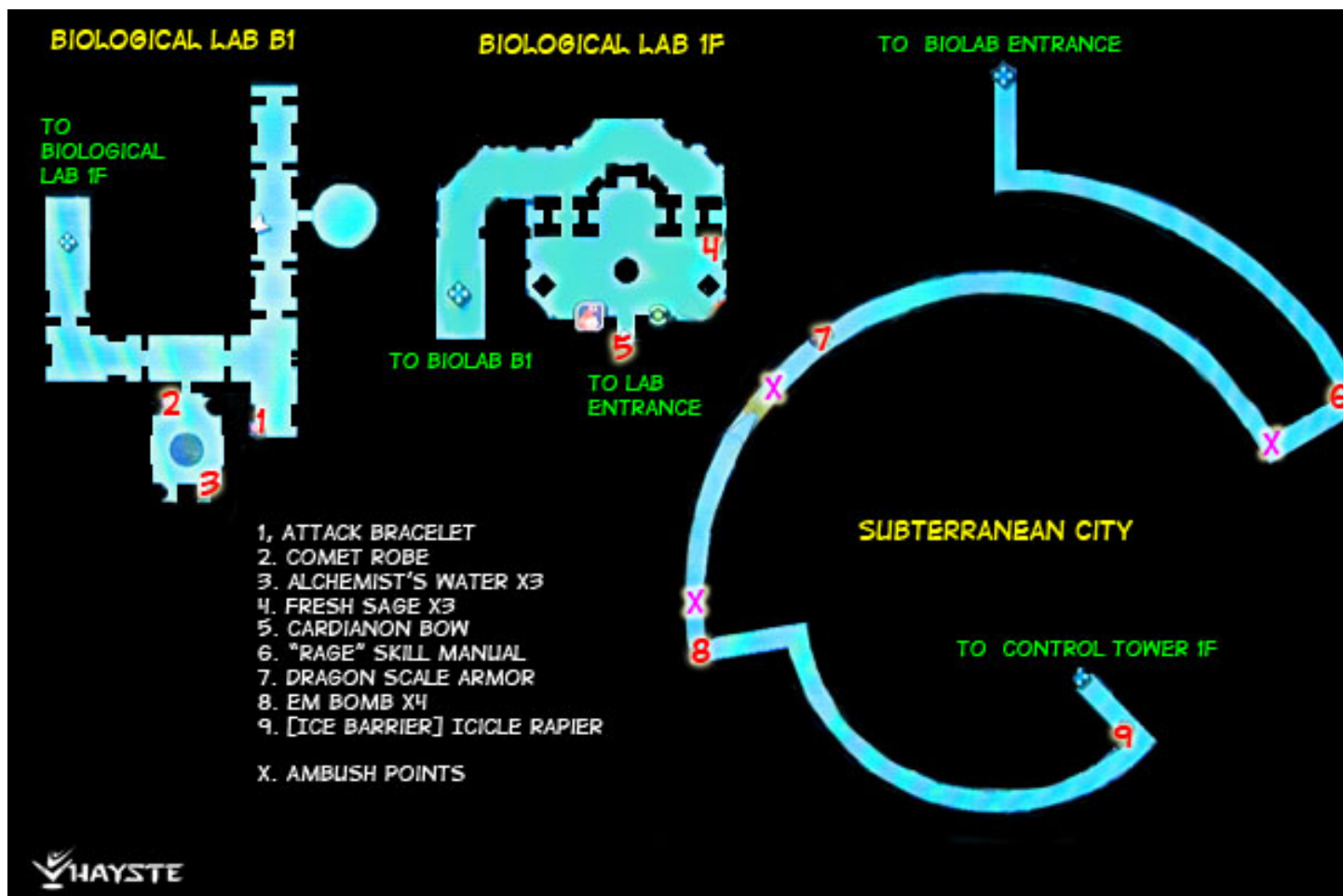
+ Subterranean City – Biological Lab 1F +

Fortunately, there is a recovery point here as well as a compact vendor. It contains the same inventory but stock up with recovery berries and items just to be safe. Examine the shop twice to trigger a PA with Bacchus, Edge and Lymle. There will be an ambush behind the next door so be prepared. You'll have to fight 5 waves of enemies, which will decorate your bonus board with 5 green tiles and rewarding you with +150% experience. Grab Reimi's Cardianon Bow from the chest and return to the recovery point again to refresh everybody. Exit south.

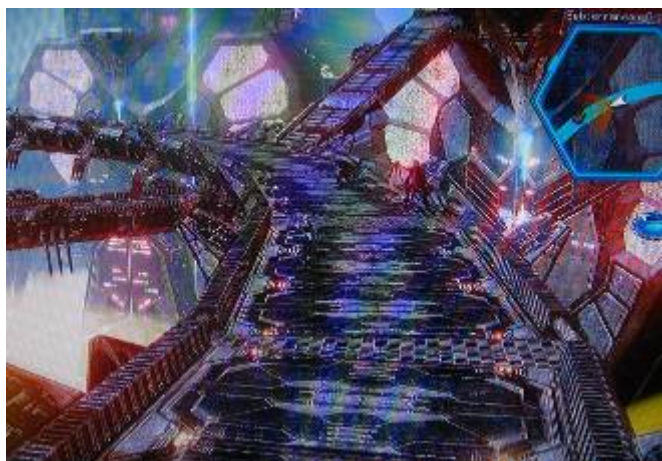


+ Subterranean City +

Enemies: Armed Dragoon, Cardianon General, Armed Dragon Newt, Lizard Shaman, Guard Bot "Commando", Guard Bot "Assaulter"



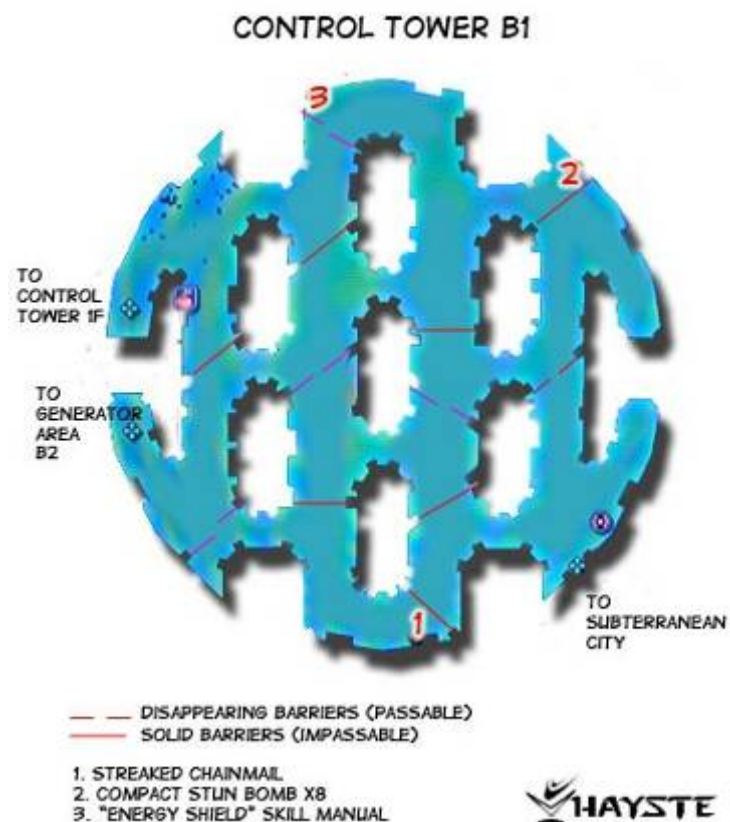
You should find yourself in the heart of the massive fortress. The enemies that can be found here are the Armed Dragon Newt, Cardianon General and Armed Dragoon. The Armed Dragon Newt is the evolved version of the Dragon Newt and can be easily distinguished because of its color. The Cardianon General looks generally the same as your typical Cardianon Soldier but you can easily distinguish them since the generals don blue armor and wear a dash of red hair. The most intimidating opponents will be the gigantic, armored dragoons. Be careful when dealing with these guys since they can easily break your defenses and bonus board as well as deal heavy damage. You should consider fighting it from a distance and let Edge and/or Bacchus act as your meat shield.



There will be fixed ambush points (see the map above) here where you'll need to fight Cardianon reinforcements. These fights can't be avoided, even if you have Stealth on. Fight your way to the entrance of the Control Tower.

+ Control Tower B1 +

Enemies: Armed Dragoon, Cardianon General, Cardianon Soldier, Armed Dragon Newt, Lizard Shaman, Guard Bot "Assaulter"

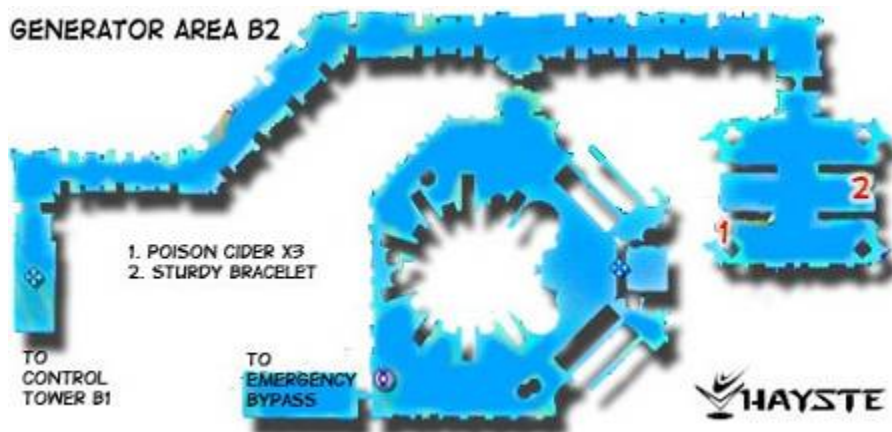


This place is hazy so you'll really need to watch out for unexpected enemy charges. You may use Stealth when navigating this area. Also, the control tower is not a walk in the park. Security laser fences are installed across the map, and you'll need to walk roundabout the disappearing fences to reach the chests and the exits. Don't be fooled, though; enemies CAN pass through these lasers. If ever you touch a laser, a small chunk of HP is lost as well.

Your destination is the Control Tower 1F but head to the Generator Area first to get some items.

+ Generator Area B2 +

There are no enemies in this area so you shouldn't have any problems collecting the items. Don't mind the large room since you'll be returning to this place after defeating the boss. Return to the previous floor and continue to the next area. Make sure to restock items using the automated vending machine beside the stairs leading to Control Tower 1F.

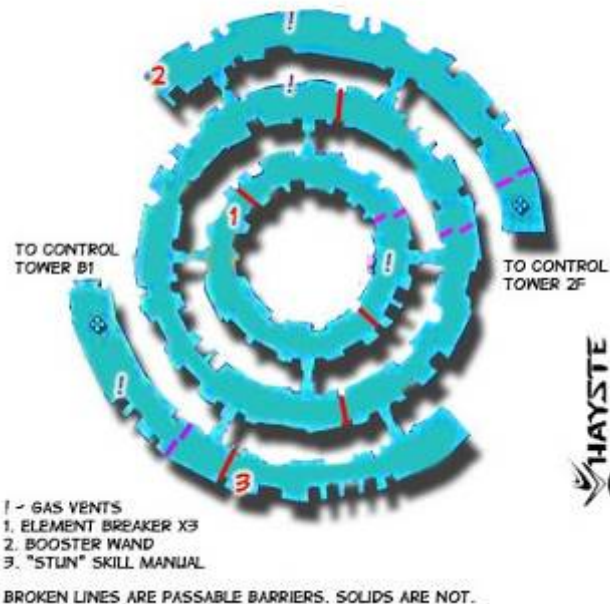


+ Control Tower 1F +

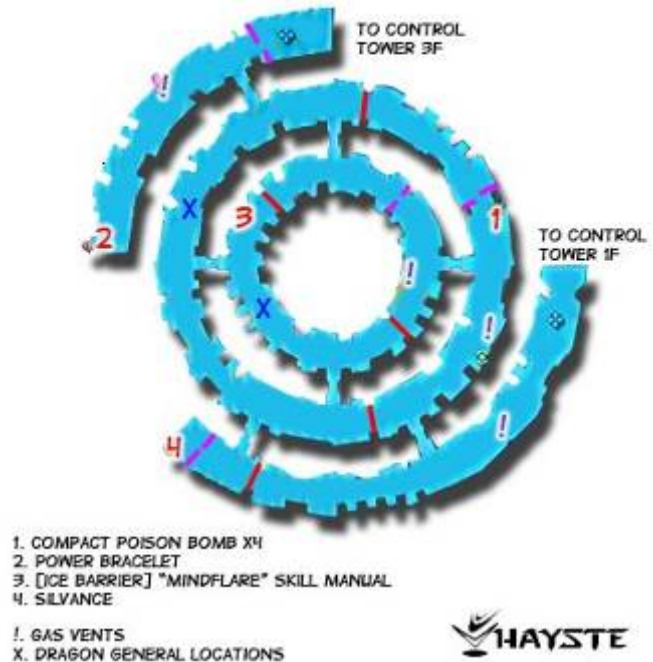
You won't be able to see the barriers here without destroying the gas vents with your Thunder Ring. Not only that it allows you to see the barriers, you will also get a bonus exp and party sp as well. Be careful when entering the first door since there will be two armed dragoons blocking the way. There are a total of 4 destroyable vents here. The last item is a long walk back but it is definitely worth it. Make your way to the next floor.



CONTROL TOWER 1F



CONTROL TOWER 2F



+ Control Tower 2F +

Enemies: Armed Dragoon, Cardianon General, Cardianon Soldier, Armed Dragon Newt, Lizard Shaman, Dragon General

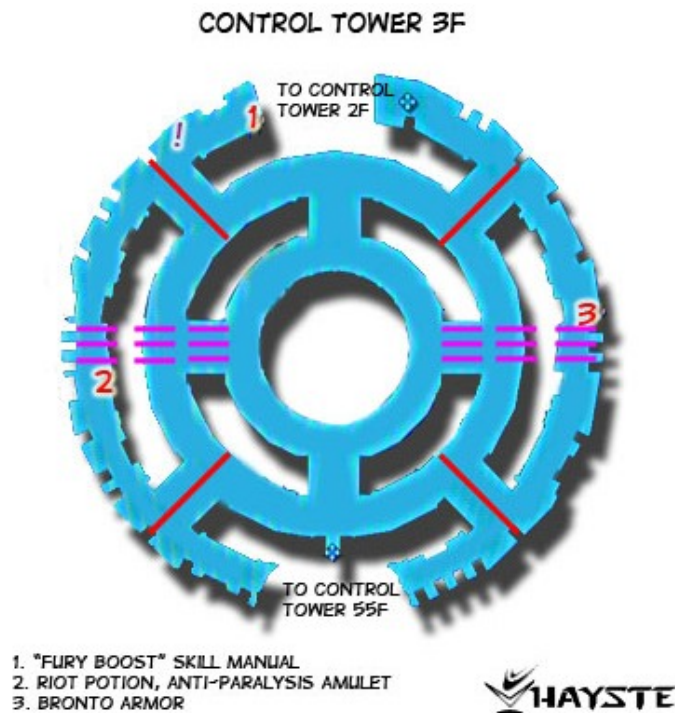
This is the last area where you can fight Armed Dragoons so make sure to completely analyze them prior to moving to the next floor. As a sign of relief, there is a restoration point here as well. Fortunately, the last dragoon is located beside the recovery point so you just need to run back and forth from the stairs leading back to 1F and back again for the Armed Dragoon to respawn. Since the loading time when changing floors takes only 2-4 seconds, you can easily analyze the dragoons completely. Also, this floor will introduce you to the Cardianon's ultimate evolutionary form – the Dragon General. It is impossible to avoid this intimidating monster and it is quite resilient as well.



Surprisingly, these beasts can be easily juggled and thrown to the air. Just take the battle seriously when dealing with one of these; they can easily knock your characters down and break your bonus board with ease. The next area is the last floor where you can fight these monsters so if you want to complete the analysis for the Dragon General, I suggest you do it on this floor as well. Though there are a couple of Dragon Generals that frequents the rotating (yes, rotating) floors of the 3F, it will be a lot easier fighting them here since you can just run to the recovery point when you need it. Aside from the pesky laser barriers and the Dragoon near the recovery point, there should be no major hassle to keep your team healthy and your precious items stock intact. Besides, the Dragon Generals are conveniently located near the stairs going to 3F so its easy to change floors to respawn them. Head to the next floor when ready.

+ Control Tower 3F +

Enemies: Armed Dragoon, Cardianon General, Cardianon Soldier, Armed Dragon Newt, Lizard Shaman



This floor has two rotating platforms. There are enemies in the platforms so if you find yourself in the wrong place at the wrong time, you'll find yourself trapped between the lasers and the enemies. To lowest platform (innermost circle in the map) is your best bet. Since it is lowered, you can easily pass under the lasers to reach your destinations. This is the last area also where you can fight Cardianon Generals, Armored Dragon Newts and Dragon Generals. The Dragon Generals are both riding the outer rotating ring so be careful, if you want to avoid them. Use stealth to get all the items and reach the elevator.



+ Control Tower 55F +

Heal your party, check their equipment and skills. Boost any if necessary. Save your game and enter the door for a scene and of course, a boss fight.



SAHARIEL

HP: ?????	EXP: 10003
RST: Fire, Wind	FOL: 7711
WK: Water, Thunder	RACE: Animal
Drops: - - - -	

Like the previous bosses you have fought, this boss will use Rush Mode quite often so remember to switch to a long range attacker before it breaks your bonus board. You see, finishing this battle with a complete bonus board (especially if your board consists of 10 or more blue tiles) will reward you with tons of experience. You won't be able to damage Sarahiel that much unless you attack his weak spot, located on his chest. If you want to exploit this weakness, you must be fast in switching characters, in order to preserve the bonus board you worked hard for. This boss attacks with homing missiles and cannon blasts, but other than that, you should be wary of its Voltage Blast move. It is considerably damaging, yes; but this move will also expose his weak point so attacking him to the chest in the middle of "casting" this move will cancel it and you will deal more damage.



Control Edge or Bacchus and attack the boss from any sides, except front. Wait for it to stand up, exposing its chest then perform a Chain/Rush Combo to exploit its weakness. Once you knock him over, make sure to dash away from him, since he will perform a high-critical, ground stomp. Lymle's lighting attacks works well against this boss so you may use her. Remember that you can switch characters real-time, even during combat, to your advantage. Use healing items and symbols whenever needed. Make sure Edge concentrates on attacking the boss instead of attempting to heal a team mate. You can also take the "brute force" approach which is really not recommended unless your party take a lot of punishing from this boss, without losing that much HP per attack. You can also safely fight at a distance, taking potshots and healing your allies at the same time. Bacchus' Irradiate special attack works wonders in penetrating the boss' carapace and dealing greater damage.



If you spent a few hours hunting monsters for your analysis, then you'll end up being overleveled at this point that you don't need to worry about the boss' damage that much. In that case, go crazy with the safety of your bonus board in mind.

After defeating Sarahiel, watch a few more scenes. Bacchus will leave the party temporarily as the result of an heroic act earlier so following the long corridor to the east and take the elevator south.

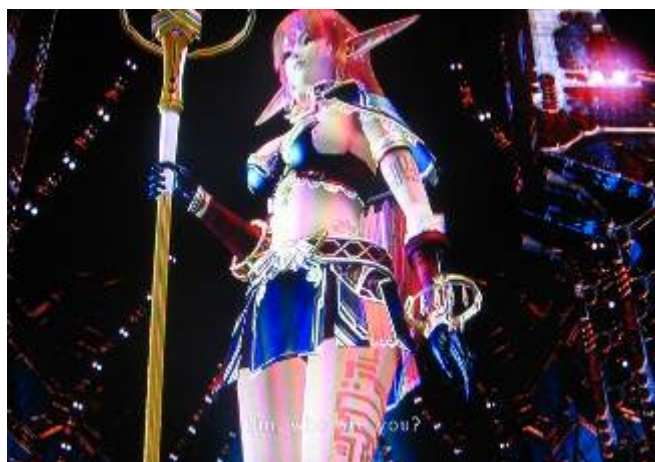
+ Generator Area B2 +

You'll find yourself in the Generator Area, which we visited earlier to grab items. Now, before you interact that button, make sure that you have acquired all monster analysis and treasures. This is the last, free chance you'll get or they'll be gone forever. Interact with the controls and watch the following scenes.



+ Emergency Bypass +

Once in control, take the Emergency Bypass. Try not to get trapped by the closing blast doors and dash your way like crazy. If ever you end up getting trapped, you'll need to fight a few waves of Guard Bots to get through. On your way out, a mysteriously sexy and alluring woman (she reminds me of Judith from Tales of Vesperia) makes an appearance during a short scene. Continue through the remaining length of the corridors until you reach the Dock then take the stairs to the Calnus. Watch the following scenes.



+ Calnus +

With all those troubles gone, you can relax a bit. Remember that you can't include Bacchus in an item creation session without warping to another location so try to visit Aeos and Lemuris to do some mining and sidequests. Bacchus will be repaired afterwards when you select either locations. Save your flight to En II a bit later.

Now you can install the **Li'l Vending Machine** you acquired earlier. In the recreation room, look for the glowing panel beside the threadmills and examine it. Select the vending machine and voila! You have your own mini-shop that sells basic commodities at your own convenience. Also, if you still haven't done so, examine the glowing panel near the hatches in the recreation room to install the **Curing Sheet**. And since you have 5 party members already, somebody will need to share a room. If you have high affinity with Reimi, you'll be able (and happily) share a room with her. Lymle has a default fondness of Bacchus so you can have them share a room.



This is also the last chance you'll get to complete the delivery orders from the shops in the Exploration Base and to get a new ship data. There will be new sidequests in Lemuris as well that is really worth completing early. Besides, since you have Bacchus, you can drill various gems from the mining points in the planet. You can do this in any order you want. After arriving on Aeos or Lemuris, try to hold inventing sessions with Bacchus to get new recipes and possibly create more, including some room/ ship decors.

+ Aeos: Exploration Base+

Go to the Comm Room and examine the terminal to the right. One of them contains the data for **Calnus-II**. The mining points in this planet won't reward you with anything special but you should check out the harvest points since you'll need some harvested items there to complete some shop orders.

You can also steal two Monster Jewels here, as well as a Protection Seed. Refer to pickpocketing list pasted earlier in this guide.



+ Lemuris: Woodley Village +

There is a mass migration of villagers so you will only see a couple of old people (and a cat) in Triom Village. You'll need to take a hike to reach Woodley Village. Make sure to check all mining points to obtain those elusive elemental gems. Upon reaching the village, you can initiate a number of sidequests. One of the quests can't be completed at this point since it requires an item that you can't create without the help of a future party member. Don't forget to talk to Lutea's mother to get **Recipe Memo 07** (Pasta Bolognese) as this food is needed to complete a future sidequest.

Quest: In Need of Nectar

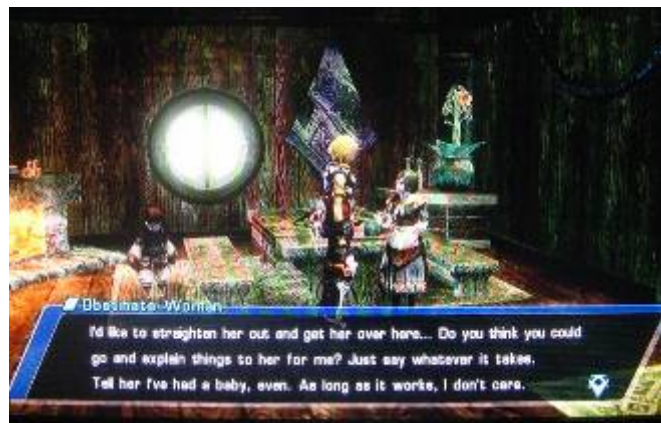
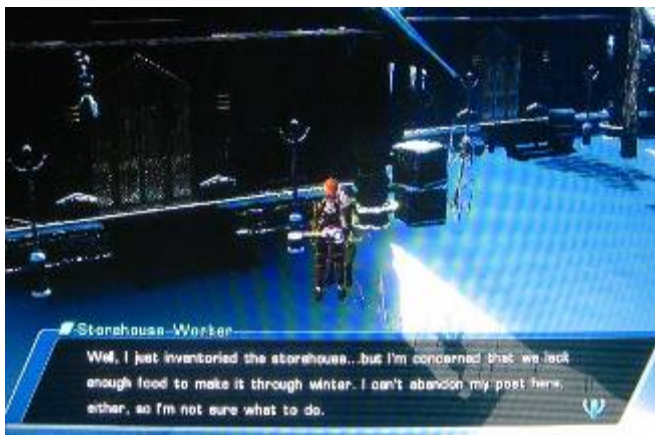
Talk to the storehouse worker in the northern part of the town. He will request for 16 Nectars. These can be harvested through the various harvest points in Lemuris. The higher Reimi's Harvesting level is, there will be more chances you'll obtain more than one Nectar per harvest. Alternatively, you can max Reimi's Botany skill and fight Dryads. Once you have the requested quantity, return to the worker to obtain your reward.

Reward: 100 EXP, 40 PSP

Quest: In Search of 'Shrooms

Talk to the storehouse worker again. This time, he'll request 16 Tasty Mushrooms. Again, they can be harvested from various Harvest Points in the Van Elm Region. You can also fight Giant Fungi and Man-Eating Trees.

Reward: 120 EXP, 33 PSP



Quest: The Stubborn Matriarch

Head to the village inn and talk to the Obstinate Woman across the counter. She'll ask you to fetch her mother-in-law back in Triom Village. It's a long walk but you can use this chance to return to the ship and exit again to reload all harvesting and mining points. Talk to the old crone in Triom and walk all the way back to Woodley. Talk to the woman again to get your reward.

Reward: 80 EXP, 40 PSP

Quest: Oil of the Cold

As soon as you completed the Stubborn Matriarch quest, you can talk to the old crone to initiate this quest. She'll request for Wolf Oil. You can only get this by fighting Saber-Tooth Tigers in the Wind Swallow Valley/ Celestial Ship area. If you already have this item, just talk to her again to complete the quest immediately.

Reward: 80 EXP, 30 PSP

Quest: Fang Flute Fabrication

Talk to the Lonely Young Girl in the southern part of town and learn that she needs a Fang Flute. Create two copies and deliver it to her. You can't create it at the moment since it will require the help of a future character. (Don't worry, you'll get her pretty soon) However, you can get one of the basic materials needed to create the flute while on this planet. Wolf Fangs are dropped by Saber-tooth Tigers in Wind Swallow Valley. Keep defeating them and try to collect at least two of them.

Reward: 800 EXP, 47 PSP

Quest: Further Fang Flute Fabrication

Talk to the Lonely Young Girl again and give her another Fang Flute to complete this quest.

Reward: 1000 EXP, 50 PSP

After finishing all the sidequests you can do and your other business, return to the Calnus and depart to En II.

+ Calnus +

Talk to Reimi to patch in a call from your obnoxious commanding officer. After the scenes, you can start triggering Private Actions to increase your team mates affinities towards you or each other. For the first PA, you'll need to choose between a scene with Bacchus or Lymle and Faze. You can only trigger one of the scenes so take your pick.



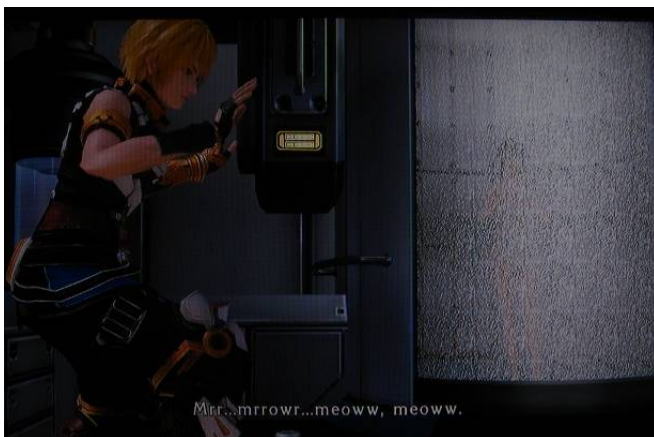
1a. Talk to Bacchus in the recreation area, playing chess. Triggering this event will increase both characters' affinity towards each other.

1b. Head to the crew quarters and talk to Lymle. Triggering this scene will increase Faize and Lymle's affinity towards Edge and Edge will grow closer to Lymle.



2. Go to the meeting room and examine the panel. Watch another amusing scene with our favorite holographic crewmate, Welch.

3. Enter the storage room where Faize was training before. You'll be in a training battle against Faize. He's quite tough in this battle but worry not; it doesn't matter who wins or not. Both characters will increase affinities towards each other. However if Faize wins, he will grow closer to Lymle as well.



4a. You can enter the bathroom in the crew quarter level and take a good peep at Reimi while bathing. Though watching the bad kitty get shot by an arrow is pleausrably amusing, this of course, will have a negative impact between Reimi and Edge's relationship. Make sure to save your game before viewing this event so you can simply reload it to preserve your existing affinity level with Reimi *and* getting the chance to get a sneak preview of her.

4b. Approach Bacchus in his room for a short conversation. You can skip to this event directly without peeping at Reimi. Both characters will grow closer to each other.



5. Talk to Reimi in the meeting room for some scenes. Edge, Faize and Lymle will grow closer to each other.

6. Talk to Lymle in the recreation room for her nappy time. Faize and Lymle will increase affinities towards each other.

7. Join Bacchus for a game of chess. If you triggered the first game with him then you should see the continuation of that event. Otherwise, you'll witness the original scene you missed earlier.

8. Finally, talk to Reimi inside the simulator room. You'll have two choices and both answers will have positive effects for both characters. If you choose the first option, then Edge's affinity towards Reimi will greatly increase while the opposite applies for the second option.



After the last private action, more scenes will automatically take place. You'll eventually land on a familiar land...

+ Earth: Abandoned Town +

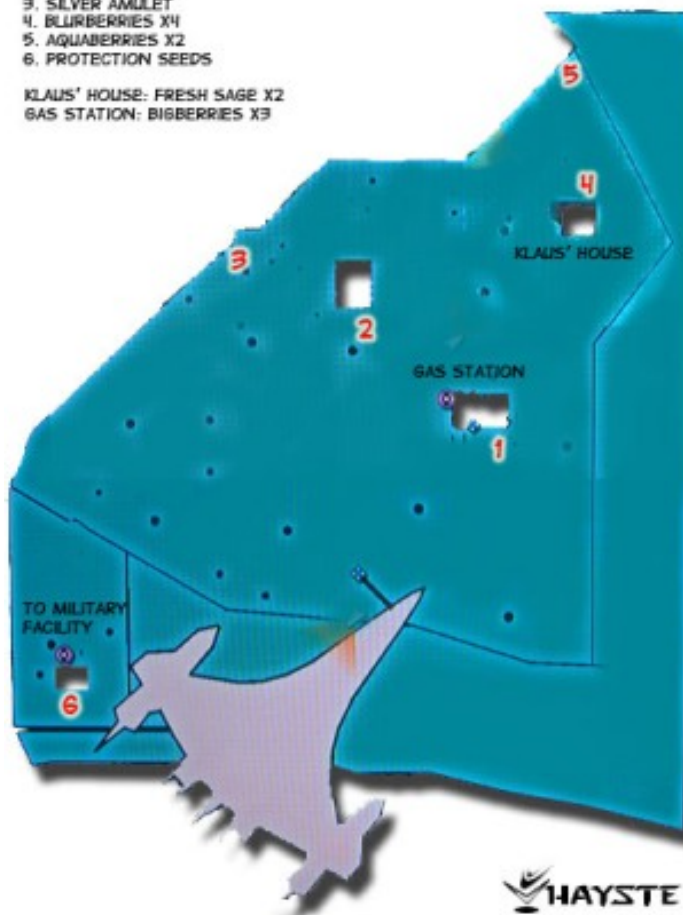
Edge, Faize and Bacchus will explore the town a bit while the girls are left behind the Calnus to guard it. Make your way to the gas station first and watch the scenes. After the scenes, go back inside and grab the item from the chest. The fridge here will also reward you with an infinite amount of healing items such as Blueberries, Aquaberries, Mixed Syrup and Fresh Sage so keep opening it until you have maxed the amounts of each item.



EARTH: ABANDONED TOWN

1. THORNBERRIES X3
2. RED HERB X2
3. SILVER AMULET
4. BLURBERRIES X4
5. AQUABERRIES X2
6. PROTECTION SEEDS

KLAUS' HOUSE: FRESH SAGE X2
GAS STATION: BIGBERRIES X3



Pickpocket List: Earth Abandoned Town

Ingratiating Cat	Intelligence Seeds
Klaus	Protection Seeds

Grab all the items in the map then head to Klaus' house just northeast of the station. Watch more scenes. Lymle rejoins the party afterwards. Once in control, open the chest inside and try to pickpocket the cat. Examine the fridge inside Klaus' house to trigger a PA with Lymle and Faize. This PA will increase Edge's affinity towards the two, and Faize increases aff towards Edge. You can also raid the fridge for an unlimited supply of the same basic recovery items. Exit the house afterwards.



Exit the house and go to the gas station. Examine the radio on the counter to trigger another PA with Bacchus. Edge's aff will increase towards Bacchus.

Make your way to the southwestern side of the town and examine the fence. Go inside, grab the item and examine the phone. After the secret base entrance rises from underground, take this only opportunity to pickpocket another seed from Klaus, save your game and enter the base.



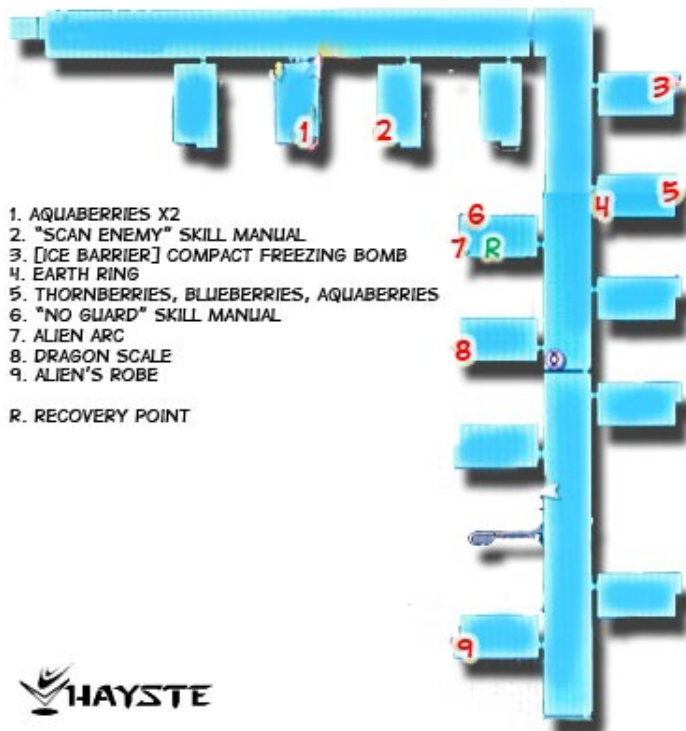
+ Earth: Military Facility – Holding Area +

Enemies: Bigfoot Sam, Little Alien, Soldier Zombie

You'll be in your holding cell after the scenes. Talk to everybody then to Faize to trigger the event leading to your escape. The Holding Area is small holds a good number of worthy treasures. The enemies here add 5% to their individual analysis so expect to fully analyze them before leaving this planet.

STAR OCEAN.
THE LAST HOPE.

EARTH: MILITARY FACILITY - HOLDING AREA



While taking the corridor going south, you'll encounter the blue-haired, feline girl described by Klaus along the way. She'll run off completely though. Beware that after viewing this scene, all enemies in the area will respawn, placing you perilously in the middle of them. This is a good chance to earn green tiles but if your party's HP is already low, try to dash away to safety and use the recovery point in one of the nearby rooms. Continue south and prepare for battle past the savepoint. You may want to return to the recovery point before facing the boss.

GENOMIC BEAST

HP: 32396	EXP: 5156
RST: Fire	FOL: 2388
WK: Thunder	RACE: Demon
Drops: Iron Claws	

This battle is astoundingly easy with Bacchus' high-leveled Galvanic Shock attack. This will stun the boss continuously that it won't be able to move. If you don't have the SP to max out Bacchus' Galvanic Shock, then have Lymle use her thunder attacks from a distance while you take potshots as well. Let Edge and Bacchus keep the boss busy and remember to switch characters whenever the boss targets you during rush mode. For some reason, you can't attack the boss from behind, courtesy of its tail so you have no choice to get up and personal. Just keep the healing spells and items flowing and you should win this battle easily.



Meracle will join your party afterwards. Return to the recovery point, save your game and continue south. Grab the last item and enter the door to trigger the next scenes.

~ Using Meracle ~

Meracle is quick and her combos are easy to connect. Her downside is probably her low HP and defense ratings. Teach her some of your spare skills and equip the Iron Claws you acquired from the last boss you fought. It may take practice to get used to her attacks and combos but once you are comfortable controlling her, you'll discover that she is such a graceful fighter. Make sure to use some spare skill manuals on her, particularly First Aid or HP Boost.

+ Earth: Military Facility – Experiment Area +

Enemies: Bigfoot Sam, Little Alien, Soldier Zombie

Your team will be trapped inside. Talk to Reimi to have her rejoin your party. Don't forget to equip the Alien Arc you have found earlier. Talk to Faize then to Meracle and watch the following scenes.



Once in control again, fight your way to the only exit shown in your map. There will be enemies hanging around in corners so be prepared for surprise attacks (or you can just have someone equip a Warning Brooch). Grab the remaining items and make sure you completely analyzed all the common enemies in this place since this is the only chance you'll get. After reaching the exit, more scenes will follow and your team will finally manage to survive the ordeal.



+ Calnus+

Back in the Calnus, you'll be prompted to assign rooms with your team mates again. Bacchus seems to have a default affinity to girls since you can let him and Meracle share the room. At this point, Lymle can be assigned to the same room as Faize, if you have done the various private actions mentioned in this guide.

Examine the captain's terminal and agree to land on Roak.

Upon landing, return to the ship to trigger 4 PAs. You can do this in any order:

1. Talk to Lymle in the Recreation Room
2. Talk to Meracle in the Crew Quarters, near the room assignment panel
3. Talk to Reimi, inside the simulator
4. Talk to Bacchus in his room.

Examine the Item Creation panel for a short scene with Welch. You can now start holding invention sessions with Meracle in the party. Try a variety of combinations with her and you'll get the recipe for the Fang Flute, an item necessary to complete two quests back in Lemuris. If you managed to boost everybody's item creation skills to 10, then you'll be able to unlock more higher level recipes though you don't have the materials necessary to create them yet



+ Roak: Northeast Astralian Continent +

Enemies:

Honeybee
Kobold Bandit
Axe Beak
Unicorn Wolf
Waving Pincers

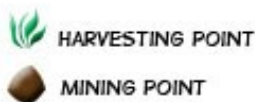
Harvest items:

Caterpillar Fungus
Lemon
Red Herb
Vegetables, Wooden Stick

Mining items:

Silver
Gold
Thunder Gem

ROAK: NORTHEAST ASTRALIAN CONTINENT



1. HOLY WATER X2
2. BLUEBERRIES X3
3. BASIL X2
4. 2986 FOL
5. RIOT POTION X5



Pickpocket List: Roak: Northeast Astralian Continent	
Autanim	105 fol
Patently Waiting Girl	Natural Water x1



Spend some time fighting the creatures here to boost your party's levels. They provide good amount of experience. However, their monster data collection progress is excruciatingly slow – at 1% per enemy defeated. If you want, you can always return to the Calnus for a quick rest and reload all the harvesting/mining points in the area. The two NPCs here are not worthy pickpocketing targets since they don't carry valuable items. If you also combed the beach, you'll come across with random items washed ashore from common items to extremely rare like Platinums. Look for the sparkling objects on the sand. When ready, head to the southwestern exit of the area, just across the hanging bridge.

+ Roak: Tatroi Area +

Enemies: Honeybee, Kobold Bandit, Unicorn Wolf, Thieving Scumbag, Albero di Anima

Pickpocket List: Roak: Tatroi Area

Full-Prepared Man	Repair Kit
Apprentice Tribesman	40 Fol
Hard-working Tribesman	Bunny Feed
Elder Tribesman	Magical Clay
Friendly Tribeswoman	Sacrificial Doll

Thieving Scumbags are similar to the ones you fought in Lemuris, but they can steal a whole lot of fol so make sure to kill the bastards before they can escape from the battle area. It is recommended that you boost your special attacks here in order to deal more damage and making it easier to kill them.

The Albero di Animas are the stronger versions of the Man-Eating Trees back in Lemuris. They have the same attacks but expect a whole of damage when dealing with them. They can also easily break your bonus board so if you want to preserve it, make sure to fight using long distance attacks.

Grab the treasures in the area. There is a black tent near the sandy part of the area but you can't enter it nor find anybody nearby until you trigger an event in Tatroi. The desert area is inaccessible for the meantime. Head to the west to enter the town of Tatroi

+ Roak: Tatroi +

Watch the scenes. Head to the town center to trigger a scene and meet Sarah Jerand. After getting turned down by Edge, she leaves, leaving you much to do and explore around town prior to proceeding with the story. Check out the shops and buy some new materials and skill books. There are no new equipment here except Edge's Bastard Sword. I suggest buying this one to add it to your collection. Try to accept and complete as many orders as you can.

ROAK: TATROI AREA

-  MINING POINT
-  HARVESTING POINT

1. BARRIER SPIRITWATER
2. BUNNY FEED X3
3. DANGER! DO NOT DRINK! X3



STAR OCEAN.
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1. BLACKBERRIES X2
2. ANTI-CURSE AMULET
3. BIGBERRIES X2
4. [IVY BARRIER] PHYSICAL STIMULANT X3
5. RIPE BERRIES
6. AQUABERRIES X4
- A. GORDEAU'S SPIRITS (GIRL'S GIFT BOX)
- B. MANSION (12000 FOL)
- C. QUEEN OF INVENTORS' HOUSE (RECIPE MEMO 16)



Pickpocket List: Roak: Tatroi	
Deeply-Sleeping Woman	Super Aphrodisiac
Gentle Old Woman	Fresh Sage
Smooth-Talking Shopkeeper	Gold
Fiercely Resolute Guard	Natto
Cat-Loving Kid	Sweet Fruit
Talking Cat	Holy Water
Unlucky Old Woman	Vile Goop
Fruit Crazy Old Man	Thornberries
Shadowy Dollmaker	Accuracy Seeds
Potentially-slacking Guard	Resistance Potion
Relaxed Guard	Blueberries
Impulsive Girl	Silk
Cheerful Girl	Snakeskin
Suspicious Psychokineticist	Disintegration Stone
Veteran Guard	Resurrection Elixir
Diligent Clerk	Ginseng
Jarvis, Hot-Blooded Bouncer	Hyper Potion

Pickpocket List: Roak: Tatroi -Gordeau's Spirits	
Lazy Cat	Wool
Sharp-Tongued Waitress	Aquaberries

Pickpocket List: Roak: Tatroi -East	
Dutiful Sailor	Coal
Canal Bridge Chief	Lemon
Unsatisfied Guard	650 Fol
Envious Elder	Crystal

Pickpocket List: Roak: Tatroi - Queen of Inventors' House	
Jasmine, Queen of Inventors	Seasonings

Pickpocket List: Roak: Tatroi - Mansion	
Mischievous Woman	Fresh Cream

Inventory	Black Cat Material Shop	
Item:	Price	Type
Lacquer	200	IC
Aramid Fiber	800	IC
Carbon Fiber	1000	IC
Fur Pelt	2000	IC
Taffeta Ribbon	200	IC
Handspun Thread	100	IC
Empty Bottle	40	IC
Rivet	20	IC
Neck Chain	80	IC

Order	Black Cat Material Shop	
Item	Qty	Reward
Holy Water	4	800
Pumpkin Cider	3	500
Silk	10	10000
Cashmere	8	7000

Inventory	Tools 'R' Us	
Item:	Price	Type
Tent	4000	Usable Item
Gunpowder	80	IC
Magical Brush	200	IC
Fire Paint	80	IC
Wind Paint	80	IC
Thunder Paint	80	IC
Light Paint	100	IC
Healing Paint	80	IC
Parchment	400	IC
Repair Kit	100	IC
Alchemist's Water	300	IC

Order	Tools 'R' Us	
Item	Qty	Reward
Oak	5	700
Anti-Silence Amulet	1	4000
Silver Amulet	1	1200
Fire Charm	1	2000

Inventory	Roomy Foods	
Item:	Price	Type
Rich Cheese	180	Food
Natural Water	120	IC
Vinegar	40	IC
Uncooked Pasta	100	IC
Raw Animal Meat	60	IC
Raw Fish	80	IC
Common Egg	30	IC
Vegetables	60	IC
Seasonings	20	IC
Special Warashita Sauce	120	IC
Fresh Cream	100	IC

Order	Roomy Foods	
Item	Qty	Reward
Red Herb	3	300
Mixed Syrup	5	200
Pickled Pepper Potion	10	1200
Caesar Salad	3	300

Inventory	Good Grocers	
Item:	Price	Type
Blueberries	40	Usable Item
Blackberries	60	Usable Item
Bigberries	100	Usable Item
Aquaberries	30	Usable Item
Basil	30	Usable Item
Fresh Sage	150	Usable Item
Hot Chocolate	50	Usable Item
Glowstick	90	Usable Item
Vile Goop	300	Usable Item
Pickled Plum	20	Food

Orders	Good Grocers	
Item	Qty	Reward
Thornberries	3	100
Ripe Berries	5	200
Physical Stimulant	3	300
Tasty Mushroom	8	200

The Tent sold in Tools 'R' Us is an invaluable item necessary for prolonged dungeon crawling. It will fully restore your party's HP/MP when used. Though pricey, keeping at least 5 of these can save you a lot of trouble, especially if you want to stay in an area and level grind. Try to buy at least 5-10 of each materials sold in the Black Cat Material Shop since they will be required for creating high level items later on.

Inventory	Ed's Weapons	
Item:	Price	Type
Blessed Sword	700	Weapon
Silvance	5000	Weapon
Bastard Sword	11000	Weapon
Torch Bow	800	Weapon
Icicle Rapier	4000	Weapon
Flame Wand	1500	Weapon
Dragonscale Armor	3500	Armor
Mystic Chainmail	1000	Armor
Blizzard Protector	1200	Armor
Comet Robe	2400	Armor

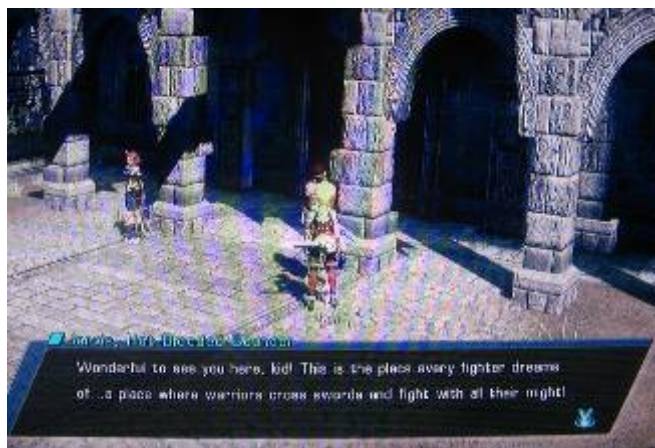
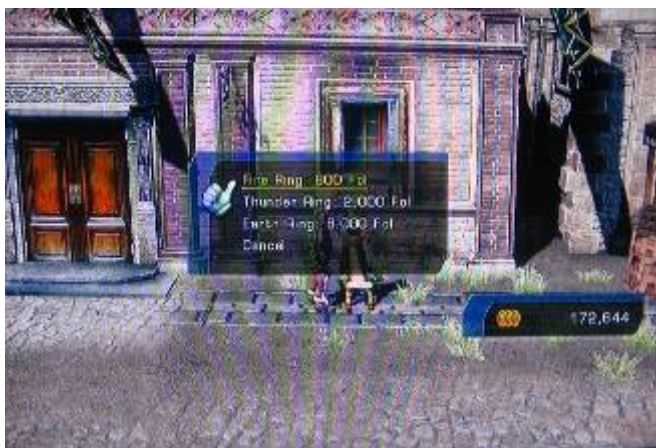
Order	Ed's Weapons	
Item	Qty	Reward
Gold	5	7000
Runic Metal	2	2000
Venom Sword	1	1500
Mithril	1	1200
Nereidstone	2	6000

Inventory	Lovesong Accessorries	
Item:	Price	Type
Bandit's Gloves	3300	Wrist Accsy
Sniper's Bangle	800	Wrist Accsy
Silver Bangle	800	Wrist Accsy
Earth Armlet	15000	Wrist Accsy
Anti-Freezing Amulet	5000	Neck Accsy
Sacrificial Doll	500	Neck Accsy
Warning Brooch	1000	Neck Accsy

Orders	Lovesong Accessorries	
Item	Qty	Reward
Green Beryl	3	9000
Salamanderstone	3	26000
Shadestone	2	20000
Stallion Snaps	1	2100

Inventory	Fez's Books	
Item:	Price	Type
Entomology	600	Skill Manual
Ornithology	1100	Skill Manual
Chain Combos	3000	Skill Manual
First Aid	2000	Skill Manual
Fury Boost	4000	Skill Manual
Elusion	1000	Skill Manual
Taunt	800	Skill Manual
Hide	1200	Skill Manual

The Suspicious Psychokineticist that is standing along the main street can recharge your rings so talk to her if any of your rings needs to be recharged. Talk to the Veteran Guard to obtain the weapon data for the **Guardsmen Lance** and to Jarvis, the Hot-Blooded Bouncer to get the data for **Bouncer's Sword**. Both are located in the northern part of town. The large circular building up north is the Colosseum but it is not open at the moment. Accept all orders from the shops and initiate the two quests available at the moment.



Quest: Missing Brother

Upon talking to Fez in the Twin Books shop, he'll request you guys to find his missing brother and deliver the note to him. Though you can activate this quest as early as now, its completion may need to wait, as well as your reward. You'll find his brother in Tropp, waiting in the docks. However, he won't be able to return without clearing the Astral Desert quicksand skater in the game. He'll head back to Tatroi after clearing the quicksands so talk to Fez to get your rewards. Additionally, his brother will open a new counter in the shop, selling rare skill manuals.

Reward: 300 EXP, 50 PSP



Quest: the Seafarer's Treasure

On your way to the barge in Tatroi's docks, you'll stumble upon the Dutiful Sailor, saying that he lost his friend's old pendant. The pendant is washed ashore in the beaches of Northeast Astralian Continent, near the shores to the Calnus and the light tower. You can travel all the way back there but to save you the trip, I suggest waiting a little bit later.

Reward: 400 EXP, 22 PSP, Seafarer's Harpoon

Exit the town and approach the Black Tribe Tent for a short scene.

+ Roak: Tatroi Area +

Talk to the fully-prepared man to receive a free Glowstick. Now speak to the Elder who is sitting beside the tent entrance for a scene. Your party will receive the Bunny Reins afterwards. Now you can go off to catch field bunnies. Before you leave, enter the tent and open the chest for a [Bellwether's Bow](#).



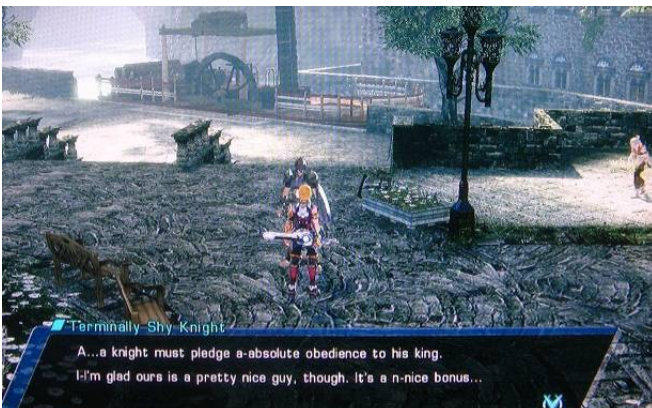
Cross the bridge and select to catch bunnies. Watch the following scenes. Reimi will leave the party temporarily. Back in Tatroi, head to the docks and take the barge to Astral Castle. Watch the following scenes.

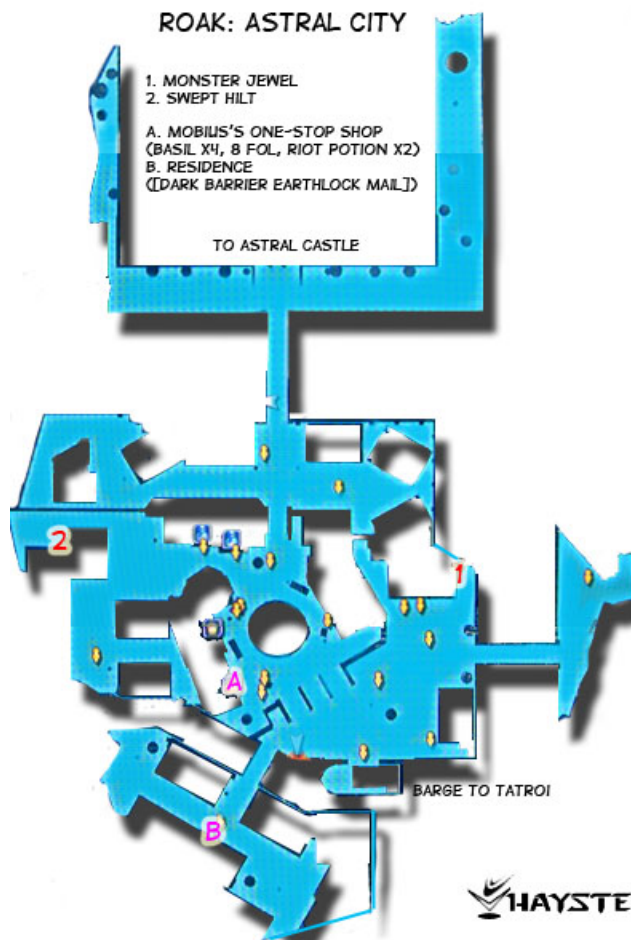


+ Roak: Astral City +

Once in control, you'll start up in King's Inn 2F. Exit the inn, and head to Mobius's shop just south of the inn. Buy a few copies of HP Boost and Critical Hit skill manuals so you can give them to your future or existing party members. Examine the sparkling object near the stairs to get a small amount of fol. Go upstairs and raid the three chests there.

Outside, talk to the Terminally Shy Knight to get the weapon data for [Donel's Sword](#). Next, talk to Lias, the Royal Knight to the east. He is the knight with light-blue hair so you can easily spot him. Talking to him will give you the weapon data for [Astral's Sword](#). Don't forget to pickpocket an Astralian Emblem from him. It's a good accessory that gives the wearer a considerable ATK and minor DEF boost. The Residence in the far south contains a chest protected by a dark barrier so just come back for it later.





Item:	Price	Type
Anti-Paralysis Amulet	8000	Neck Accsy
Sacrificial Doll	500	Neck Accsy
Warning Brooch	1000	Neck Accsy
Tent	4000	Usable Item
HP Boost	8000	Skill Manual
Critical Hit	4400	Skill Manual
Furty Boost	4000	Skill Manual
Hide	1200	Skill Manual
Iron	400	IC
Wool	200	IC
Silk	400	IC
Satin Ribbon	400	IC
Parchment	400	IC
Map of Astral	1000	Other

Orders			Mobius's One-Stop Shop	
Item	Qty	Reward		
Coal	10	3000		
Light Gem	4	8000		
Ash	3	500		
Thunder Charm	1	2000		

Pickpocket List: Roak: Astral City	
Woozy Man	Peryton Droppings
Composed Knight	Tent
Terminally Shy Knight	Alchemist's Water
Lias, the Astralian Royal Knight	Astralian Emblem
Ramrod-Stiff Knight	Empty Bottle
Anessa the Tomboy	Sacrificial Doll
Sickly Mother	Silver
Careless Shopkeeper	Warning Brooch
Kind-Eyed Old Man	1000 Fol
Dowsy Old Woman	Resurrection Elixir
Teary-Eyed Girl	Empty Bottle
Lively Girl	Giant Bird Feather
Heavily Made-Up Lady	Blueberries
High-Spirited Girl	Aquaberries
Madonna of the Greengrocers	Pie Crusts
Fidgety Man	Common Egg
Man who appears to be a Guard	1830 fol
Battle-Tested Soldier	Energy Bracelet
Knighth Whose Dream Fulfilled	Gambleberries
Brand-new Guard	5 fol
Guardsmanlike Guard	Astralian emblem
Drooling Girl	Lemon
Canal Barge Chief	Lemon
Knight's Wife (Residence)	Sacrificial Doll
Jack-of-all-trades (item shop)	Alchemist's Water
Historic Old Man (inn)	Barrier Spiritwater

Pickpocket List: Astral Castle - Audience Chamber	
Unconditionally Obedient Knight	Thunder Gem
Novice Knight	White Rice
Serious Guard	200 Fol
Slow-Talking Guard	Mental Potion
Guard pront to fantasizing	Miracle Pie
Thoughtful Guard	Holy Water
King of Astral	Ruby

Pickpocket List: Astral Castle - 2F	
Faithful Servant*	Learning Gloves
Shrewd Guard*	Monster Jewel
Overly-cautious Guard*	Pickled Plum

**The three NPCs in the second floor of Astral Castle won't be there during your first visit. Come back later after curing Reimi and the night event with Myuria. (story)*

Inventory	Whole Heart Foods	
Item:	Price	Type
Pumpkin Extract	200	Usable Item
Sweet Fruit	200	Food
Natto	300	Food
Ge Gen Tang	400	IC
Natural Water	120	IC
Uncooked Pasta	100	IC
Raw Animal Meat	60	IC
Raw Fish	80	IC
Common Egg	30	IC
Vegetables	60	IC
Seasonings	20	IC
Special Warashita Sauce	120	IC
Fresh Cream	100	IC

Orders	Whole Heart Foods	
Item	Qty	Reward
Poison Hemlock	10	3000
Dendrobium	2	1000
Curry Rice	4	500
Nectar	8	300

Orders	Treasure Hunter Weapons	
Item	Qty	Reward
Platinum	4	5000
Meteorite	2	3000
Ruby	2	4000
Icecrusher Sword	1	3000

** This shop will only be available after completing the "Locked Out" quest*

Inventory	Happy Skip Grocery	
Item:	Price	Type
Blueberries	40	Usable Item
Blackberries	60	Usable Item
Bigberries	100	Usable Item
Aquaberries	30	Usable Item
Basil	30	Usable Item
Fresh Sage	150	Usable Item
Hot Chocolate	50	Usable Item
Glowstick	90	Usable Item
Vile Goop	300	Usable Item

Orders	Happy Skip Grocery	
Item	Qty	Reward
Red Seed	5	500
Blue Seed	5	600
Bizarre Fruit	1	2000
Perfect Berries	4	400

Inventory	Treasure Hunter Weapons*	
Item:	Price	Type
Blessed Sword	700	Weapon
Bastard Sword	11000	Weapon
Torch Bow	800	Weapon
Sylph's Saber	19800	Weapon
Dragonscale Armor	3500	Armor
Bronto Armor	3800	Armor
Astral Armor	6000	Armor
Mystic Chainmail	1000	Armor
Blizzard Protector	1200	Armor
Streaked Chainmail	2400	Armor

Don't forget to buy at least a couple of Astral Maps from Mobius. You will need those in later sidequests. After collecting all the loot and stealing all worthwhile items, head to the castle entrance and enter. Watch the following scenes.

+ Roak: Astral City - Castle+

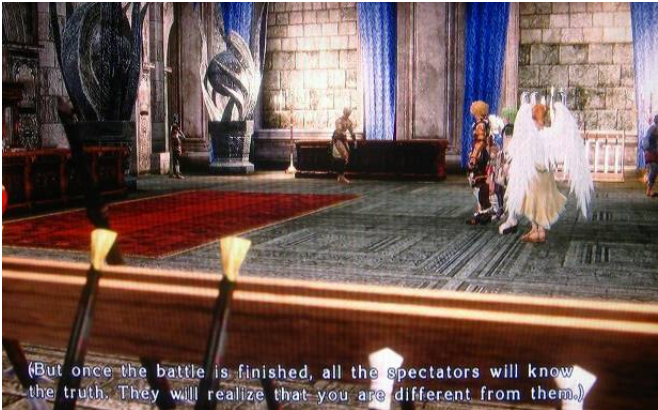
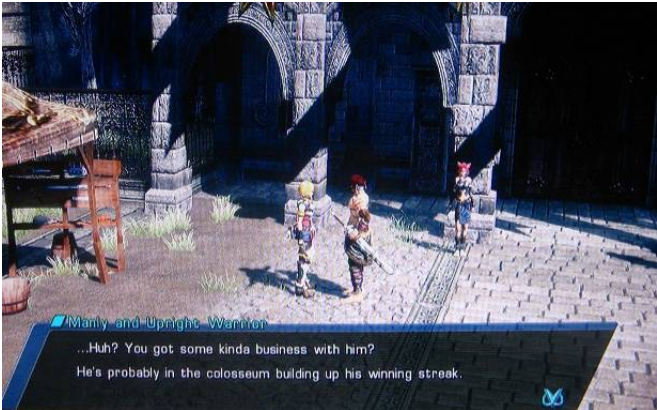
After meeting the King, your party will be taken to the second floor. Once in control, grab the only chest in the room (Health Seeds) then head back to the Audience Chamber. Watch another scene.



The gang will decide to chase after Black Eagle. Return to the castle and open the chest located to the left of the King's throne to obtain a powerful weapon for Edge. (Famed Sword "Veinslay"). Make your way back to Tatroi to start your investigation.

+ Roak: Tatroi+

From the docks, exit to the main street. You need to talk to two specific NPCs in order to track down the bandit. The first one is the Unlucky Old Woman, walking around the statue. Head north to the Colosseum and talk to the Manly, Uptight Warrior afterward. Check Edge's equipment, skills and HP/MP. Boost some of his skills and save your game. Enter the Colosseum entrance when ready. Watch the scenes and you'll be thrown in a one-on-one boss fight.



BLACK EAGLE

HP: 37916	EXP: 871
RST: - - - - -	FOL: 2031
WK: - - - - -	RACE: Humanoid
Drops: Attack Seeds	



The battle against Black Eagle isn't that hard. In fact, you can just win the battle easily by blindsiding him all the time. Don't get cocky through; this boss can really hurt you badly if you allow him to. The best combo so far is to hit him 3 times, launch him to the air using the directional attack, then time your attack as soon as he lands, using Rising Blade. If Edge has Chain Combos skill equipped, then you can connect another special attack. You may also perform Rush Combos to speed up the battle.

After defeating the Black Eagle, watch the following scenes.



+ Roak: Astral City +

The next day, Reimi rejoins the party. New quests have opened up in both Astral City and Tatroi so make sure to complete as many as you can. Some of the quests can be completed only once you visit the next town, Tropp but you might as well activate them now. To get the most out of the quests, you may follow the suggested steps below:

1. Buy Sweet Fruit from Whole Heart Foods ("Food Run" 1). Buy 13 Wools also from Mobius's One-Stop Shop.
2. Talk to Careless Shopkeeper, activate quest ("Locked Quest" 1)
3. Talk to the Teary-eyed girl to initiate quest ("Musical Mending" 1)
4. Talk to the Heavily Made Up lady north of the fountain to start quest ("Latest Beauty Fad" 1) If you already have the 10 Peryton Droppings, then the quest should be completed immediately.
5. Go to the second floor of Astral Castle (pickpocket the new NPCs) and talk to the Overly-Cautious Knight to initiate quest ("Stray Carrot 1")



You can steal another Monster Jewel from Buster in the southeastern tip of the city. After initiating all the quests, take the barge back to Tatroi

Quest: Locked Out

Talk to the Careless Shopkeeper to the east side of the fountain and learn that she lost her keys in the bar in Tatroi. The key is being held by the bartender who is not inside the bar, but just outside of the bar's west door. Talk to him to get the key, deliver it to the Shopkeeper and she'll open the Treasure Hunter Weapon shop.

Reward: 300 EXP, 14 PSP

Quest: Musical Mending

Talk to the Teary-Eyed girl just outside of the inn to receive a Broken Music Box. You'll need to repair this using Welch's help back in the Calnus. Don't forget to buy some Repair Kits back in Tatroi's Tools 'R' Us. Return to the Calnus and repair the Broken Music Box and deliver it to the kid to get your reward

Reward: 1000 EXP, 45 PSP, Recipe Memo 06

Quest: Latest Beauty Fad

Heavily Made-Up Lady north of the fountain to start quest. Give her 10 Peryton Droppings (fight Axe Beaks if you are short of their dung) to complete request.

Reward: 1000 EXP, 46 PSP

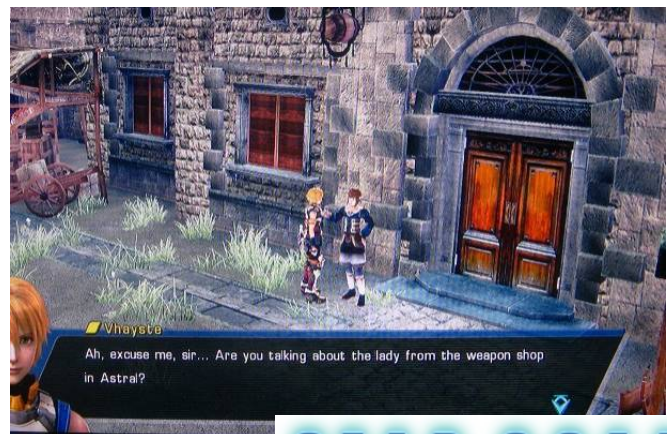
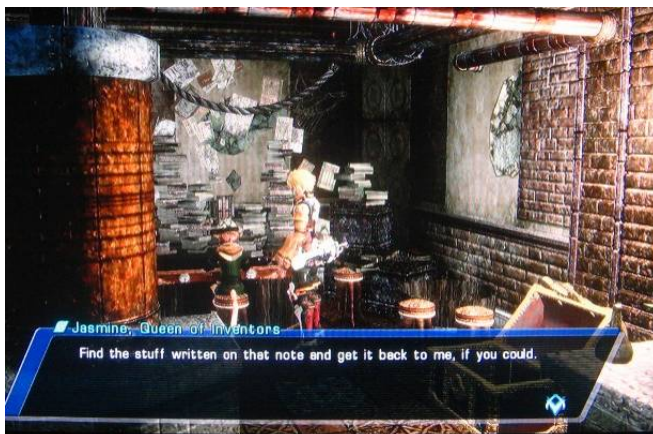
Quest: The Stray Carrot

Go to the second floor of Astral Castle and talk to the Overly-Cautious Knight to initiate quest. Return to Tatroi and enter the bar (Gordeau's Spirits) to find the Manly, Uptight Warrior. Pickpocket the Carrot Doll from him (Pickpocketing LV6 or higher required) and return to the knight to get your reward.

Reward: 1200 EXP, 48 PSP

+ Roak: Tatroi +

1. From the docks, go north and enter the house of Jasmin, Queen of Inventors to trigger a 3-part quest. ("1st Errand" 1)
2. Enter Gordeau's Spirits to pickpocket the **Carrot Doll** from the Manly, Uptight Warrrior ("Stray Carrot" 2) Exit to the west door
3. Talk to the bartender near the door to obtain the **Weapon Shop Key**. ("Locked Out" 2)
4. Talk to the Fruit-Crazy Old Man near the statue. He'll want some grape juice from Tropp. (Crazy for Grape Juice 1)
5. Talk to the Shadowy Dollmaker southwest of the statue. He'll give you a Wooden Doll to deliver to somebody in the Tropp Inn. ("The Shoddy Doll" 1)



STAR OCEAN.
THE LAST HOPE.

Quest: Crazy for Grape Juice

Talk to the Fruit-Crazy Old Man near the statue. He'll want some grape juice from Tropp. Once there, head to the weapon shop to find the grape juice dealer. Buy the juice from him for 300 fol then return to the old man.

Reward: 800 EXP, 50 PSP

Quest: The Shoddy Doll

Talk to the Shadowy Dollmaker southwest of the statue. He'll give you a Wooden Doll to deliver to somebody in the Tropp Inn. Return to the dollmaker to get your request and to initiate another quest.

Reward: 400 EXP, 42 PSP

Quest: In Search of Anessa

After completing "The Shoddy Doll" quest, talk to the dollmaker again. This time, you'll need to find a girl named Anessa. Travel back to Astral and go east, leading to the eastern bridge. You should find her standing in front of the lamp post.

Reward: 800 EXP, 38 PSP

Quest: The First Errand

Talk to Jasmine, Queen of Inventors inside her house. She'll request Fresh Sage x10 for this request.

Reward: 150 EXP, 30 PSP, Ultimate Bomb

Quest: The Second Errand

After completing the first errand, she'll request for Bee Stingers x9. Fight Honeybees to obtain this item.

Reward: 300 EXP, 32 PSP, HP Absorption Unit x4

Quest: The Third Errand

After completing the second errand, she'll finally request for Wool x13. You can buy some from Mobius's One-Stop Shop for 2,600 fol.

Reward: 600 EXP, 32 PSP, Time Stopper

Once done with most of the quests you can complete, exit the town.

+ Roak: Tatroi Area +

There will be a scene that will trigger as you pass by the Black Tribe tent. Across the bridge, you'll find a pink bunny. Approach and examine it to mount it. While mounted on a bunny, enemies won't attack but you can engage them at will. You can travel at a much faster rate but you can't dash, mine or harvest. Dismounting from the bunny will make it run away, forcing you find another bunny. Make your way to the Northeast Astralian Continent.

STAR OCEAN.
THE LAST HOPE.



+ Roak: Northeast Astralian Continent +

Quest: Food Run

Head to the lighthouse and talk to the Patiently Waiting girl. Bring her a Sweet Fruit from Astral City's food shop to complete the quest.

Reward: 600 EXP, 42 PSP, Recipe Memo 19 (Wisdom Bracelet)



Fight some Perytons and Honeybees along the way if you still haven't completed the "The Latest Fashion Fad" and "The Second Errand" quests. Return to the Calnus and try to create some new armors, including the quest-related Music Box. You should be able to create Fang Flutes right now so make sure you create two. Make sure to create some dishes here like the Caesar Salad (x3) and Curry Rice (x4) to complete some orders. Travel back to Tatroi and Astral to complete the remaining quests.

Your next destination is the Purgatorium. However, I suggest checking out Tropp first to complete some quests and initiate new ones. You will also have access to new weapons and skill manuals. You need to find a bunny and use it to cross the first quicksand bar in the Astral Desert.

+ Roak: Astral Desert +

Enemies:

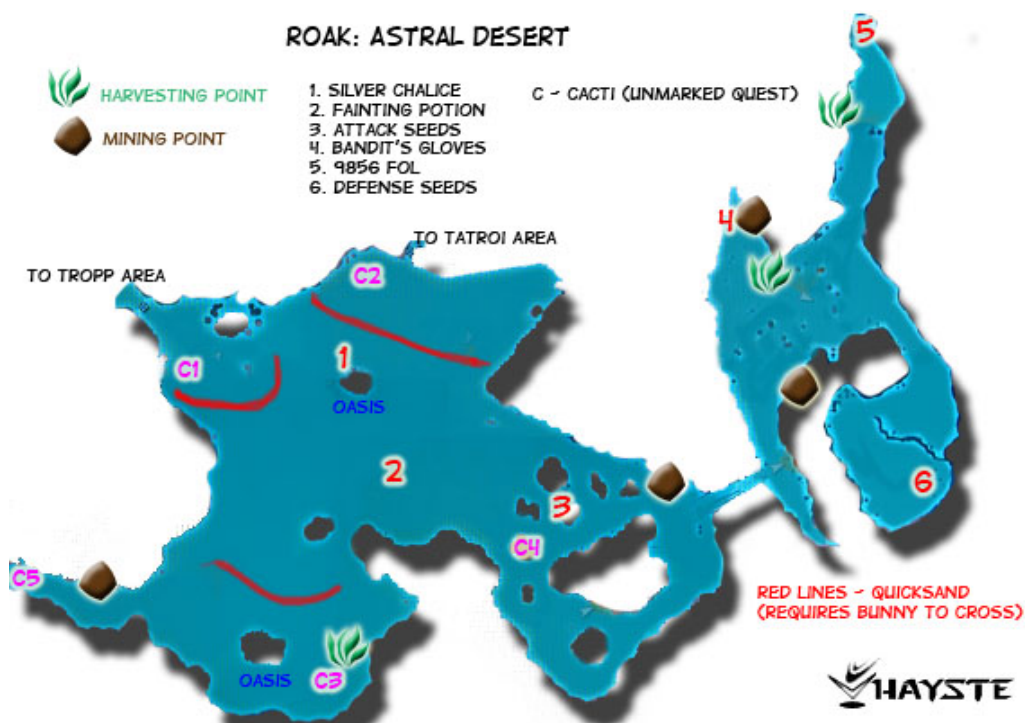
Honeybees
Kobold Bandit
Unicorn Wolf
Desert Ogre
Skeleton Armor
Thieving Scumbag

Mining items:

Iron
Light Gem
Platinum
Ruby
Salamanderstone
Silver
Sylphstone

Harvest items:

Bizarre Fruit
Poison Hemlock
Seasonings
Thornberries





Astral Desert is the last area where you can fight Honeybees, Unicorn Wolves and Kobold Bandits. Since they are common enemies and they mostly appear with other monsters in a group, you shouldn't have problems fully analyzing them. You may need to ditch your bunny after crossing the first quicksand bar and start gathering minerals and harvest items. Items like Salamanderstones, Sylphstones, Platins, Rubies and Poison Hemlocks are practically rare and are needed for creating high level items later on. They are also needed for some quests back in Tatroi and Astral. The Silver Chalice is a very rare item that heals 30% HP that replenishes after every 5 battles. It's like having an infinite supply of Blueberries.

Don't bother spending time here analyzing the new enemies; instead, head to the next area where the concentration of more new enemies is abundant, so you can get most out of your battles. Ignore the oases and the cacti since they're part of an unmarked/unofficial quest later on. There will also be random objects washed ashore so don't forget to comb the beach as well.

+ Roak: Tropp Area +



Enemies:

Axe Beak
 Skeleton Armor
 Desert Ogre
 Thieving Scumbag
 Alberio di Anima
 Harpy
 Mandragora

Mining Items:

Iron
 Light Gem
 Thunder Gem
 Shadestone
 Aluminum

Harvesting items:

Lemon
 Ripe Berries
 Thornberries
 White Rice
 Seasonings
 Poison Hemlock

Once you've reached the Tropp Area, you'll have two options; if you kept your bunny, you can go west past the quicksand bar and head directly to Tropp. Otherwise, you'll be forced to take the alternate route to the Cave to the Purgatorium, north of the area. (See map above). Make sure you have a lot of Red Herbs and/or Speech Restoration Units when facing Harpies; they are dangerous with their symbology attacks, as well as their ability to inflict Silence to your characters.

+ Roak: Cave to the Purgatorium +

Enemies: Skeleton Armor, Corpse Bat, Vomiting Gel

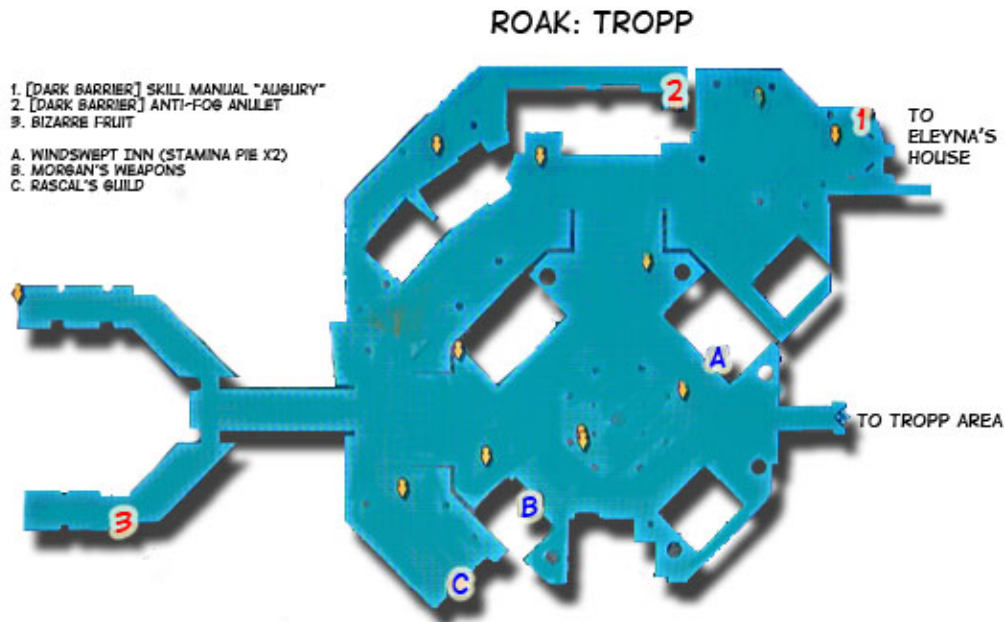
Harvesting Items: Caterpillar Fungus, Ebony, Fresh Sage, Magic Seeds, Poison Hemlock, White Rice

Mining Items: Coal, Shadestone, Silver, Sylphstone, Thunder Gem



The cave will introduce you to two new enemies; the Corpse Bat and Vomiting Gels. They are the stronger versions of the enemies you first encountered back in Urd Falls cave. By continuing west, you'll end up near Tropp, past the quicksand. The forest south of Tropp has a bunny in it in case you need a quick transpo back home. North of the cave is the Purgatorium area. No worries; the story won't advance without entering the building so take your time collecting items and checking out the mining and harvesting points.

+ Roak: Tropp +



Pickpocket List: Tropp	
Curious Youth	Mixed Syrup
Sprightly Old Man	Bunny Feed
Retired Explorer	Gambleberries
Tough-talking Girl	Shadestone
Sharp Cat	Strength Potion
Chaz	80 Fol
Quick-fleeing Man	Speed Pie
Haughty Girl	Mixed Syrup
Yawning Girl	Sushi
Li'l Pumpkin	Pumpkin Extract
Man Who's All Talk	Pickled Pepper Potion
Overweight Woman	Sweet Fruit

Pickpocket List: Tropp - Windswept Inn	
Pathologically Petulant Woman	Fire Paint

Pickpocket List: Tropp - Morgan's Weapons	
Out-of-Work Sailor	Anti-Paralysis Amulet

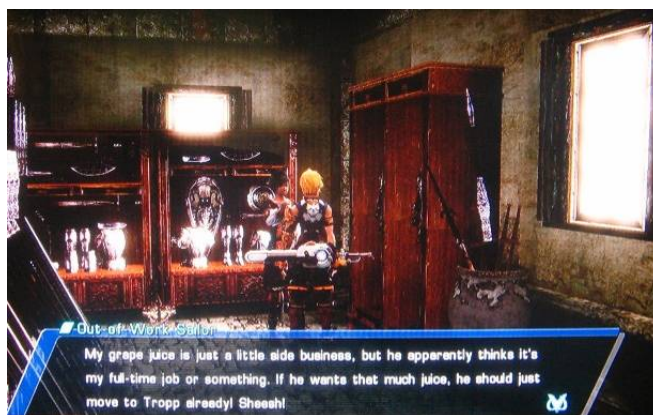
Pickpocket List: Tropp - Eleyna's Hideout	
Eleyna	Disintegration Stone

Inventory	Morgan's Weapons	
Item:	Price	Type
Silvance	5000	Weapon
Icicle Rapier	4000	Weapon
Sylph's Saber	19800	Weapon
Wand of Wonder	5800	Weapon
Vermillion Claws	5800	Weapon
Bronto Armor	3800	Armor
Streaked Chainmail	2400	Armor
Volcanic Chainmail	7700	Armor
Comet Robe	2400	Armor
Blueberries	40	Usable Item
Red Herb	100	Usable Item

Orders	Morgan's Weapons	
Item	Qty	Reward
Aluminum	5	1300
Thunder Gem	5	9000
Sylphstone	3	18000
Composite Bow	1	2000
Ruby Wand	1	2000

Inventory	Rascal's Guild	
Item:	Price	Type
Anthropology	800	Skill Manual
Botany	900	Skill Manual
Entomology	600	Skill Manual
Parapsychology	1000	Skill Manual
Ornithology	1100	Skill Manual
Demonology	2200	Skill Manual
Appetite	1800	Skill Manual
Chain Combos	3000	Skill Manual
HP Boost	8000	Skill Manual
Critical Hit	4400	Skill Manual
First Aid	2000	Skill Manual
Auto-Healing	4200	Skill Manual
Stun	3500	Skill Manual
Fury Boost	4000	Skill Manual
Elusion	1000	Skill Manual
Taunt	800	Skill Manual
Convert	2500	Skill Manual
Hide	1200	Skill Manual

There aren't that many good pickpocketing targets here except the Shadestone from the Tough-talking girl and Disintegration Stone for Eleyyna. Meeting Eleyyna is part of the story so don't go looking for her during your first visit in Tropp. Chaz is hanging round by the docks to the west. Talk to him as part of the continuation of the "Missing Brother" quest. Inside the inn is the woman with a rather, ridiculous name. Talk to her to update your current "The Shoddy Doll" quest and to activate the "Second Doll" quest. The weapon shop contains two new weapons for Meracle and Lymle, as well as the Out-of-Work Sailor that can sell you the *Famous Grape Juice*, as required by the "Crazy Fruit Juice" quest.



You can also activate an unmarked quest by talking to the Curious Youth, near the town entrance. Talk to him once to receive an **Empty Bucket**. As a reminder, **don't talk to this guy twice** while you still have the Note from Fez. He'll become a complete retard and **eat the note**, messing up the sequence of your quest. You need to return to Tatroi and get another note from Fez. Grab a bunny south of town then return to the Astral Desert. You must fill the bucket with water from the oases then water the cacti marked in the map IN ORDER. (C1 to C5) Each cactus takes about a bucket of water so you'll need to run back and forth from and to the oases to fill the bucket up. Though this quest is unmarked and doesn't count to your achievements, you will get more potent seeds for your trouble ([Potent Attack Seed](#), [Intelligence Seeds](#), [Potent Health Seeds](#), [Magic Seeds](#))

Convert is a very wonderful and indispensable skill, especially when maxed and partnered with Auto-healing. This skill will save you lots of Blackberries and can let you maximize your fighting capability. Consider teaching it to every character that can learn it.



You can also start three new sidequests here but you can only complete some of them a little later.



Quest: Grooming of Essential

Talk to the Haughty Girl who is speaking with the Tough-Talking Girl. She will request for a comb. You must invent the Feathered Comb by having Meracle, Myuria and Lymle work together. Create the comb and deliver it to her.

Reward: 2000 EXP, 36 PSP, Recipe Memo 22 (Anti-Fog Amulet)

Quest: A Symbol of Bravery

Talk to the Tough-Talking Girl who is speaking with the Haughty Girl. She needs a Purgatorium Stone that can be found inside the Purgatorium. It appears as a sparkling object so watch out for that after you go upstairs from the entrance.

Reward: 100 EXP, 40 PSP, Scumbag Slayer

Quest: Otherworldly Diet

You need to cook Reimi's Otherworldly Cuisine dish through item creation. Most of the materials needed are native to Aeos but if you managed to cook some and haven't used it, then you can finish this quest immediately. Otherwise, you'll need to wait until you get the chance to fully control your ship again.

Reward: 900 EXP, 50 PSP

Quest: The Second Doll

This quest starts immediately after delivering the Wooden Doll (part of the Shoddy Doll sidequest) to the Pathologically Petulant Woman inside the inn. Go back to the Shadowy Dollmaker in Tatroi and complete his first quest then activate "In Search of Anessa" sidequest. Complete that as well, exit the Tatroi area and enter again. Talk to him again to receive the Exquisite Wooden Doll. Deliver it to the woman to earn your reward.

Reward: 1000 EXP, 46 PSP, Magical Clay x2

You may want to complete the analysis of other monsters in the Tropp Area since the next dungeon (Purgatorium) sports new enemies except for the Corpse Bat. Yet again, the progress for completing the monster analysis is painfully slow. (whoever set it to 1% per monster defeated is a retarded jerk) After completing all the extra stuff that you want to do, you can then head to the Purgatorium.

+ Roak: Purgatorium Area +

Enemies: Thieving Scumbag, Harpy, Mandragora, Spirit Priest, Sydonais Alpha*, Sydonais Beta*

Mining items: Aluminum, Iron, Light Gem, Shadestone, Thunder Gem

Harvesting items: Lemon, Poison Hemlock, Ripe Berries, Seasonings, Thornberries, White Rice

**These enemies won't appear during your first visit unless you triggered some story related events first.*

Enter the purgatorium and watch the scenes. After discovering that you don't can't go further deeper in the cave, the party decides to meet up Eleyyna. Make sure you raid the three accessible chests at the moment. One of them contains the skill "Steal" which is similar to FF's "Mug" ability. Teach it to Meracle. If you have accepted the "A Symbol of Bravery" sidequest earlier, then you should find a sparkling object in the left side of the stairs. This is the **Purgatorium Stone**. Grab it and travel back to Tropp after getting the items.



+ Roak: Tropp +

Upon reaching Tropp, you should witness a scene with the Sydonais. Once done, you can rest at the inn first and save your game (and deliver the Purgatorium Stone, if you may). Head to the northeastern corner of the town and examine the door to Eleyyna's house. Watch the long, following scenes.





After the scene when Eleya collapses, examine her body to get a once-in-a-playthrough chance to get her weapon's data (**Maiden's Staff**) and to steal a Disintegration Stone from her. You need to wake her up to proceed with the story. Talk to Reimi, Faize then Reimi again. Watch more scenes. You'll receive the **Lamp of Guidance** during this event.



You'll meet Myria upon exiting the hideout. This time, she'll join your party for good. Head back to the town and teach her new skills and equip her with your spare accessories. She is yet another symbologist added to your party, though her attacks aren't any better than Lymle or Faize. It doesn't matter though since having a new *hottie* party member is never a hassle. Make sure to teach her unique Demonology skill. You will need that in order to gain more spoils in the next battles. Your next destination is the Purgatorium but I strongly suggest to travel back to the Calnus to prepare new items, recipes and to trigger a (missable) private action between Bacchus, Edge and Myria. Oh, and make sure to stop by **Tatroi** and buy 20 **Empty Bottles**. These will be needed for the new recipes Myria will help bring to light.

+ Calnus +

Make use of Myria's Compounding skills by grouping her with your various characters. Maxing her item creation skill is incredibly cheap, much like everyone else's. You should be able to create new potions by now, including the Pumpkin Cider (make 5 of these for delivery). You can also create a relationship boosting concoction like **Love Potion #256**. If you're lucky and you're able to collect really rare mining items like Aluminum and Platinum, as well as stocked up fibers from Tatroi's material shop, then you should be able to create new weapons for Reimi, Faize and Lymle, as well as new coats and light armors for the girls. Also, make sure to craft a **Traveler's Cloak** that will be needed for a sidequest later on.



The private action that can be triggered at this point takes place in the crew quarters, inside Bacchus' room. Talk to them and watch the following conversation. You can rest and head back to the Purgatorium. The harvesting and mining points should be replenished by now. You can also steal a **Green Beryl** from Myria if you want.

+ Roak: The Purgatorium 1F+

Enemies: Corpse Bat, Sydonaist Alpha, Sydonaist Beta, Spirit Priest, Succubus, Fire Corpse, Mage Chimera

To access the chests to the northwest corner, you'll need the Light Ring that you can get a little later to eliminate the dark barrier blocking the door. Start off by examining the unlit pot near the differently colored wall. As the pot ignites flames, a secret path will be opened. Make your way deeper.



As for the new enemies, the Sydonaists are really easy to dispose, but they can be annoying since they will always throw poison vials at your characters and gang up on them. Fortunately, they drop aquaberries frequently so no need to worry about getting poisoned that much. The Mage Chimera are tough but are pretty susceptible to air-juggle combos. The Succubus are probably pose the most threat in this dungeon since their presence alone boosts the other monsters' stats a bit so make them your priority target. You won't meet them until you reach the deeper floors of the Purgatorium.

+ Roak: The Purgatorium B1+



This is where you'll be introduced to this dungeon's puzzle system. In the second room to the west, you'll find four unlit pots and a statue in the middle, wielding illuminated halberd. The trick is that you need to light up the pot where the statue is pointing at. After lighting the pot, the statue will rotate and point the next pot that you need to light up. Doing this correctly shall open up new paths or create new stairways. Lighting the pots incorrectly will lead to a nasty Fire Corpse surprise. Of course, you'll need to do these puzzles in order to finish this dungeon and gain access to all the treasures inside. If you're practically lazy solving a rather easy puzzle, you may just refer to the maps presented in this guide.



~ Puzzle Solving using the maps ~

The maps presented in this guide will layout the puzzle solutions. The order of the pots which you should light will be represented by small blue letters where A is the first, B is the second; C is the third and so on.

Since you don't have any ways of getting past the dark barriers at the moment, just make your way to the mini-boss' location. Make sure to pitch a tent if your party's hurting, before facing the boss. There is only one savepoint in this dungeon and that's located in B4 so you need to take this fight seriously.

GUARDIAN BEAST

HP: 55733	EXP: 5940
RST: Light	FOL: 4626
WK: Water, Fire, Thunder, Dark	RACE: Demon
Drops: Lezard's Flask	

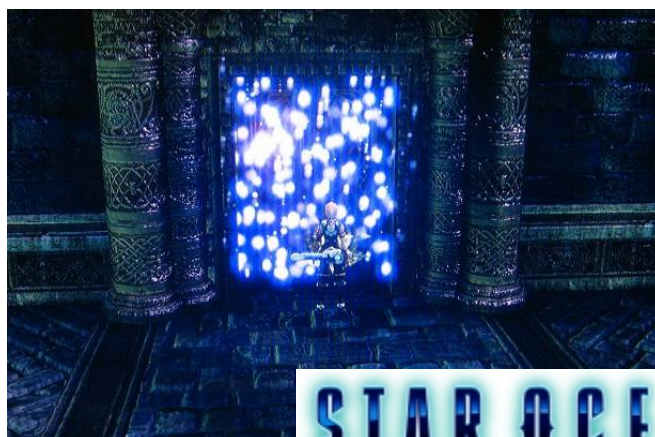
This fight will take a while, depending on your party's level and skills. Fortunately, the boss doesn't have any special attacks that you should be wary about. Exploit the boss' elemental weakness through elemental symbols or special attacks. Switch characters once it enters Rush Mode and use your own Rush Combos whenever you have the chance. Keep everybody healthy through healing symbols or items. Just keep your attacks coming and you should win this battle easily.



After the battle you'll receive the **Light Ring**. Now you can open those pesky dark barriers from doors and chests!

~ Using the Light Ring ~

The light ring is fully charged when you receive it. The only problem is that it can only carry one charge at a time. The light crystals scattered across the dungeon are your charging stations. You can only extract light from a crystal once so you may need to plan your route and carefully decide which doors to open so you can have constant access to crystals; that's if you want to get everything in one trip to this dungeon. If ever you leave the dungeon and return again, all exhausted crystals will be replenished again – you ought to know that.



In this floor, the most notable loots are the Bow of Wisdom and the chest full of rare item creation materials. You may skip the room containing chest #3 since it is protected by an Ivy barrier so you can't get the treasure yet. However, cleansing the dark barrier is worth 400 EXP so you may consider clearing the door as well. Make your way to B2 to find yet another challenge.

+ Roak: The Purgatorium B2+



In this floor, there will be 8 unlit pots that you need to light up in order and four statues that will help you pinpoint each pot's order. The only trick here is to rotate your camera before lighting up a pot and confirm if all statues are pointing to your target pot's direction. Or, you can easily solve the puzzle by following the area's map shown in this guide. Solving the puzzle will create staircases for you to access a crystal. Grab all the treasures and make your way to the room leading to the next floor. A scene will take place as you approach the door. Sadly, this scene will clearly explain what happened to the black tribe's people. Enter the room and head deeper to this dungeon.

+ Roak: The Purgatorium B3+



This floor will require you to light 8 pots as well but take note that some of the pots are located in the corridors to the north, south and northwest. Refer to the map below to locate all the pots and how to light them in order. The vine-protected door (green barrier in the map) can't be accessed at the moment unless you get another disintegration ring. Solving the puzzle will drain the water and will let you access the recovery point, another chest and a crystal. Use the recovery point and equip Bacchus' new weapon. Take the stairs to the west to reach the final floor of this room.

+ Roak: The Purgatorium B4+

Use the save point and prepare for the boss battle up ahead. Boost your skills if you still haven't done so and check everybody's equipment and skill assignment. Enter the door and watch the following scenes. You will then get your chance to pulverize the disturbingly, annoying face of Tamiel.



TAMIEL

HP: 59099	EXP: 4778
RST: Fire, Dark	FOL: 14129
WK: Water, Thunder,	RACE: Other
Drops: Fanatic's Staff	

Unless you're pretty underleveled, there is almost no way that you can lose this battle. As soon as the battle starts, you'll be ambushed by two waves of lesser enemies; Tamiel will appear on the 3rd wave. Unlike other bosses, Tamiel is very susceptible to air-combos/ juggles, stun and critical hits, especially if you have those battle skills equipped. He will occasionally summon additional annoyances in the form of Sydonaists. They are pretty weak but they can cause problems by poisoning your characters and interrupting your mages if you let them loose. Just go crazy here; exhaust your special attacks. If you have a character with Convert + Auto-Healing skills, then you wouldn't need to worry about your HP/ MP.

When near death, Tamiel will use a special attack where an energy beam will shoot from his eyes (or mouth...) that can deal considerable damage and knock your characters if hit. In that case, control your melee fighter and try to attack him from behind as soon as he fires his laser. Just land some special attacks and perform Rush Combos to help you end this battle quickly.



Watch the scenes after the battle. If you want to completely analyze the enemies here before leaving the area, make sure to fight in B3 where the restore point is located and the save point is just on the next floor below. If you are diligent in completing common enemy data before leaving an area, then you should already know that letting them surprise attack you will often increase the number of enemies, thus making your analysis faster.



Exit the Purgatorium and watch the scenes. You should also get a notification from Welch to return to the Calnus. However, there is a string of sidequests that you may want to complete first, for some good EXP and party SP boosts. Start off by returning to Tropp. Don't forget to charge your Light Ring before leaving.

+ Roak: Tropp +

Make sure to grab the two chests protected by dark barriers. The one in the northeast contains an [Augury](#) skill that can't be learned by any of your characters at the moment, and an [Anti-Fog Amulet](#) in the northern back alley. You may need to return to the Purgatorium and recharge your ring again to open the second chest.

Quest: New Life, New Clothes

You should find the ex-cultist near the entrance of Tropp. Talk to him and give him a Traveler's Cloak that can be crafted from 4 Wool and 5 Handspun Thread. After giving him the cloak, he'll transform to a new NPC and will open up a new quest.

Reward: 777 EXP, 37 PSP

Quest: Mapless Traveler

If you have purchased two Astral Maps as I suggested earlier, then you just need to talk to Ruddie and give him the map to complete the quest. If not, you'll need to make a run to Astral and make sure to buy two maps from Mobius.

Reward: 123 EXP, 37 PSP

Quest: Ruddie Strikes Again

After completing "Mapless Traveler", exit Tropp and return. Make your way to the docks and talk to Ruddie again. He will lose the first map so you need to give him a replacement. He will make his way to Tatroi and set up shop there eventually but that won't happen until you defeated the Sand Bird twice (a two-part sidequest here in Tropp)

Reward: 456 EXP, 38 PSP



Quest: Rebound Queen

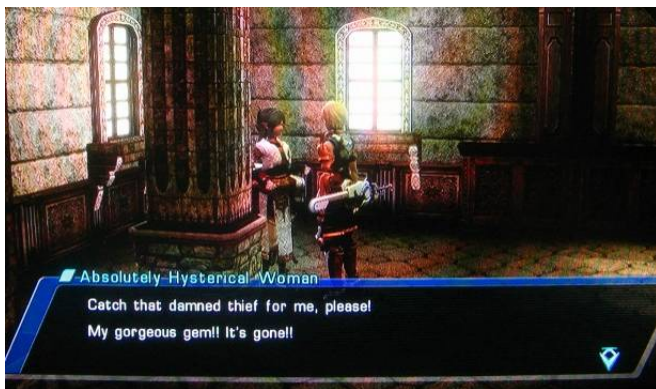
This quest will only be available after completing the "Otherworldly Diet" quest. If you just completed the latter, you won't be able to trigger this quest immediately afterwards. You should wait for a few hours to pass before this becomes available. This time, she'll request for a Pasta Bolognese, a recipe that can only be learned from Recipe Memo 07. This recipe is given by Lutea's mother back in Woodley Village, Lemuris. All the ingredients are available in Tatroi.

Reward: 1100 EXP, 52 PSP

Quest: Whodunit?

Go to the Tropp inn and talk to the same woman that gave you the "Second Doll" quest. Formerly known as the Pathologically Petulant Woman, she's now known as the Absolutely Hysterical Woman. You'll discover that her Gorgeous Gem has been stolen. You can find the culprit in Tatroi, inside the Twin Books store, wearing a cultist garb. Pickpocket the Gem from him and return it to the woman to get your reward.

Reward: 1300 EXP, 39 PSP



Quest: Desert Dilemma

Talk to the Retired Explorer near the weapon shop in Tropp. You'll need to fight the Sand Bird that is hanging around near the oasis in Astral Desert. You can easily spot it since it is the only unique monster roaming the desert. This mini-boss is tough for melee fighters so concentrate on long-range attacks and symbols. It can easily break your bonus board so if you want to preserve it, make sure to switch characters often. This battle may take a while, depending how much damage your characters deal but it is not the battle that you can easily lose. Just keep everybody healthy and keep the combos/ juggles coming and you should be able to defeat this menace.

After defeating the Sand Bird, the quicksands should stop. You need to return to Tropp and talk to the Retired Explorer to receive your reward. He will set out to the desert again, on the way to Tatroi. Exit Tropp and you'll notice that the quicksands have started to act again. This is our cue to start the next sidequest.

Reward: 600 EXP, 40 PSP



Quest: The Sand Bird Strikes Back

After completing the "Desert Dilemma" quest, head back to the Astral Desert. The quicksands are active again, implying that you haven't killed the Sand Bird at all. Find the old man by the oasis and talk to him to trigger this quest. Look for the Sand Bird flying around the same area and defeat it the second time to complete this quest. Speak to the old man again and find him again inside Tatroi's inn to get your reward.

Completing this quest will also allow you to fully complete the "Missing Brother" quest. You don't need to go back to Tropp and fetch Chaz; just head to the Twin Books store and talk to his brother to complete the quest. Chaz will open his own counter with some new skill manuals for you to purchase. Ruddle will also set up shop, near the inn. He will offer some new items and orders as well.

Reward: 1200 EXP, 50 PSP, "Ocarina" skill manual

Inventory	Ruddle's Place	
Item:	Price	Type
Sylph's Saber	Weapon	19800
Resurrection Elixir	Usable Item	2000
Energy Shield	Usable Item	3000
Convert	Usable Item	2500
Sweet Fruit	Food	200
Quantum Processor	IC	1600
Laser Oscillator	IC	3000
Bunney Feed	IC	80

Orders	Ruddle's Place	
Item	Qty	Reward
Caterpillar Fungus	2	5000
Lizard Guard	1	3000
Water Armlet	1	2500
Mental Potion	1	400

Inventory	Chaz's Books	
Item:	Price	Type
Anthropology	800	Skill Manual
Botany	900	Skill Manual
Parapsychology	1000	Skill Manual
HP Boost	8000	Skill Manual
MP Boost	8000	Skill Manual
No Guard	3000	Skill Manual
Auto-Healing	4200	Skill Manual

+ Roak: Astral +

There are also some new quests you should complete back in Tatroi and Astral. Since you have the light ring, you can now open the dark barrier chest inside Astral's southern residence. Most of the sidequests will take place after the Colosseum reopens so you'll need to complete two sidequests to open the Colosseum.



Quest: No Way Home

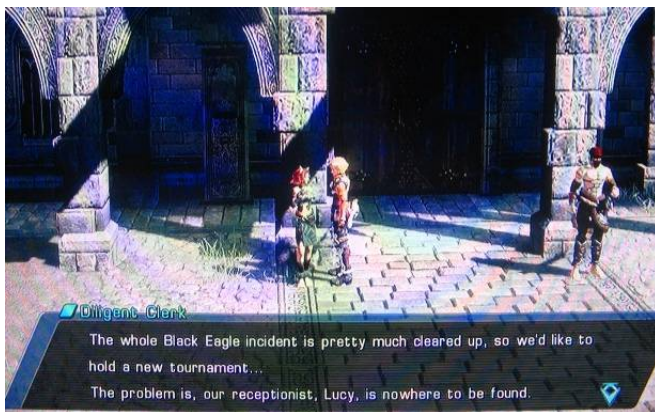
As soon as you get off the barge, talk to the Woozy Man and give him a shot of Lemon Juice. This is a very basic cooking recipe that you should have unlocked (and created) by now. If not, buy some Natural Waters from Astral's food shop and examine harvest points in the Northeast Astralian Continent.

Reward: 800 EXP, 49 PSP, Blueberry Tart x3

Quest: Where's the Receptionist?

Back in Tatroi, talk to the Diligent Clerk standing to the left of the Colosseum entrance. Take the barge to Astral and head to the Mobius One-Stop Shop. Go to the second floor to find Lucy and her ailing mother. Talk to her and she'll open another quest for you. After her mother gets well, this quest will complete as well.

Reward: 3300 EXP, 30 PSP



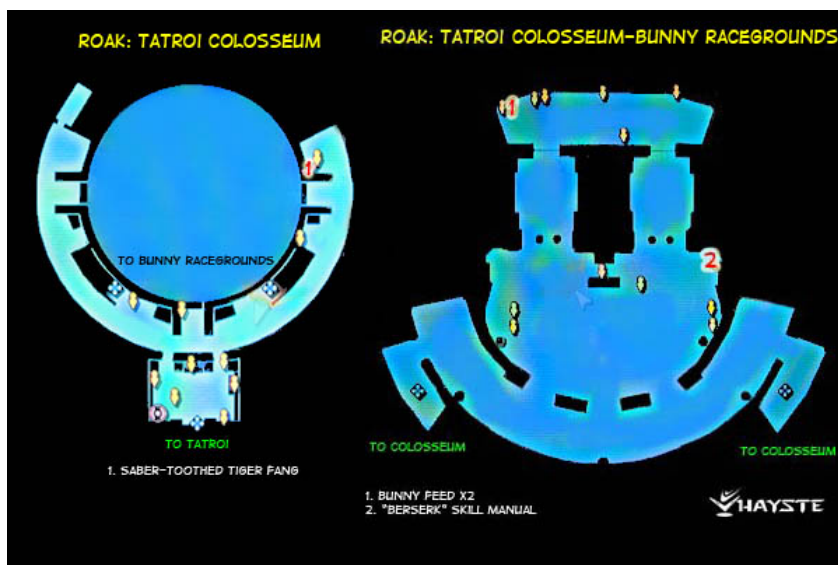
Quest: Sore Throat Soother

To cure Lucy's mother, you just need a Red Herb. You should find one in one of the harvesting points back in the Northeast Astralian Continent or you can buy one from the Calnus' Li'l Vendin Machine LV1 or Tropp. Completing this quest will also complete the first one.

Reward: 400 EXP, 22 PSP

+ Roak: Tatroi +

Inventory	Fight Coin Exchange	
Item:	Price	Type
Ripe Berries	20	Usable Item
Monster Jewel	200	Other items
Dragon Scale	300	IC
Wild Arc	1500	Weapon
Mithril Rapier	1900	Weapon
Crested Spear	2200	Weapon
Mithril Sword	2500	Weapon
Dragon Claws	2800	Weapon
Earthcrest Guard	3200	Armor
Crystal Armor	3900	Armor
Mystic Robe	4200	Armor
Inferno Sickle	9000	Weapon
Darkblood Chainmail	11000	Armor
Dark Elf's Robe	12000	Armor



Pickpocket List: Tatroi Colesseum	
Diligent Clerk	Ginseng
Totally Buff Guy	Health Seeds
Mentally-focusing Warrior	Natural Water
Aimless Man	Gunpowder
Torte, Hard-Working Girl	Rich Cheese
Jack, Threatening Bouncer	Blackberries
Battle Starved Woman	Caterpillar Fungus
Daniel, Self-confident Bouncer	Peryton Droppings

Pickpocket List: Tatroi Colesseum - Bunny Racegrounds	
Excited Man	Strength Potion
Analytical Man	Alchemist's Water
Bunny Race Clerk	Pickled Plum
Bunny Lover	Nectar
Lost Bunny	Magic Seeds
Chatty Bunny Trainer	Bunny Feed
Research-obsessed Man	Super Aphrodisiac
Boy Spectator	Empty Bottle
Woman Spectator	Empty Bottle
Ravenous Girl	Sushi
Macho Man	Poison Cider
Purebred Breeder	Perfect Berries

~ Colosseum 101 ~

After completing the two quests involving Lucy, head back to Tatroi and talk to the Diligent Clerk inside the Coliseum. The Coliseum will now be open. It is divided to two parts: the main building and the bunny racegrounds below. In the Coliseum, you can try fighting solo, team or survival modes to earn coins. These coins can be exchanged to the Coin Exchange corner. The equipment that is available for exchange are all unique weapons, making it worth a while to try out and battles here and work on your ranks. Skip to Lucy to enter battles.

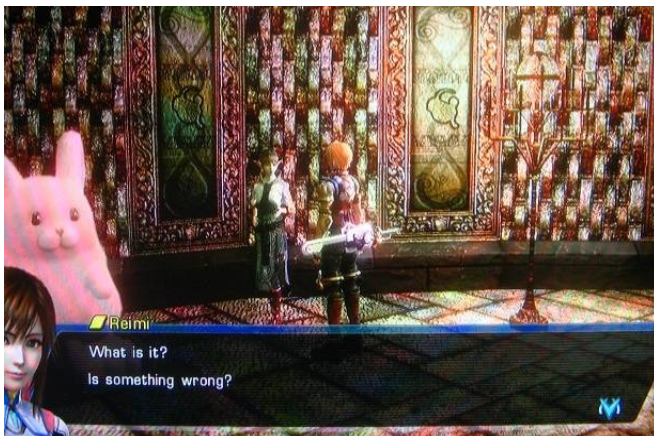
You'll start with rank 102. Though you can skip the next team above you in the rankings and challenge a group 3 ranks higher than you, I strongly won't recommend it. Skipping levels will reward you with lesser coins since bullying over teams lower than your rank net very small rewards.

Grab all the treasures inside the Colosseum then approach then talk to the Bunny Trainer in the racegrounds to start a sidequest.

Quest: Listless Bunny

Talk to the bunny trainer in the racegrounds, right beside the giant cuddly thing. Feed it one Stamina Pie that can be found in Tropp's inn and the trainer will let you keep the bunny. You can give the bunny a permanent name and let it join the races. You can improve its stats by feeding it rare pies that you can cook through Item Creation. Other than the race, you won't be able to bring this bunny outside the field and ride it readily.

Reward: 555 EXP, 30 PSP, your own race bunny

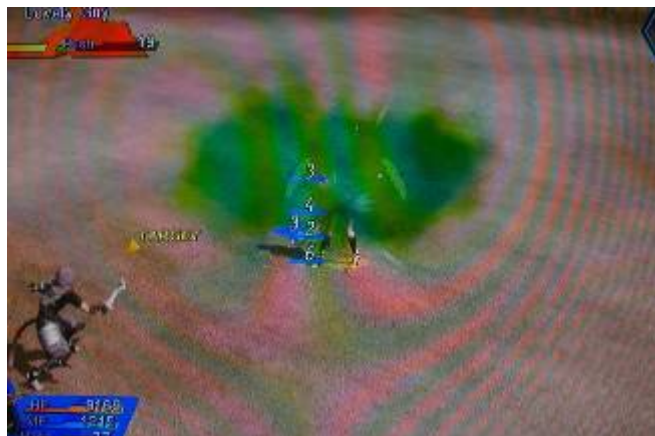
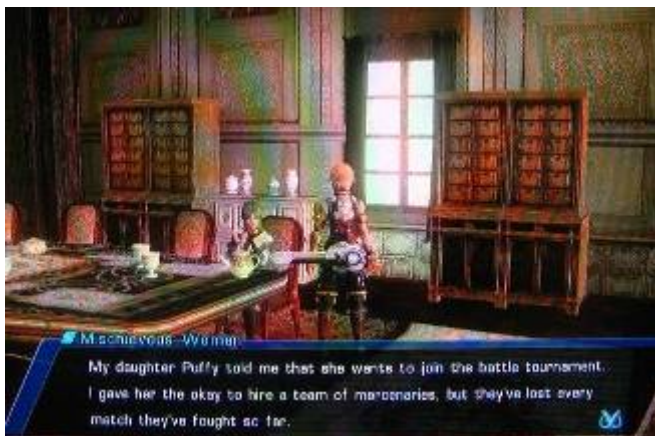


Quest: Puffy's Debut

Head to the docks (east) section of Tatroi then enter the mansion to the north. Talk to the Mischievous Woman to start this quest. Return to the Colosseum then select one character to battle against one of Puffy's minions. The objective of this battle is to lose so before starting, make sure to send your character with the lowest HP. Remove all battle skills and other protective gears. That character should have learned "Convert" as well. When selecting your item set, choose the "Strategic Set" since it contains Gambleberries – healing items that has a 50% chance of decapitating the user.

During the start of the battle, use all your Gambleberries. If you're unlucky to survive it, then you'll need to use Convert often to help you bring your character's HP down. Puffy's minion is a very terrible fighter. Fortunately, it can inflict poison which can help your character's suicide attempt. Return and talk to the Mischievous Woman to complete the quest.

Reward: 200 EXP, 31 PSP



Quest: Puffy's Rage

After completing "Puffy's Debut", exit the mansion and return again to find the spoiled brat named Puffy. Talk to her and she'll challenge you for a real battle. Return to the Colosseum and remember to set the character that battled earlier to his/her default skill set and equipment. Talk to Lucy to start the battle.

During the battle, remember to control your mages and concentrate your symbolic attacks to the golems. If you have a wide-area symbol, use it in the middle of the fray so damage all nearby enemies. These golems are pretty resilient against physical attacks so you'll need to rely on your mages to take them out easily. Defeat this group and return to Puffy in the mansion to get your reward.

Reward: 400 EXP, 34 PSP

Quest: Puffy's Revenge

After completing "Puffy's Rage", exit the mansion and return again. Talk to Puffy again and return to the Colosseum to fight another batch of Puffy's minions. This is pretty generic battle so there's no need for special strategies. Return to the mansion after your victory to complete the quest.

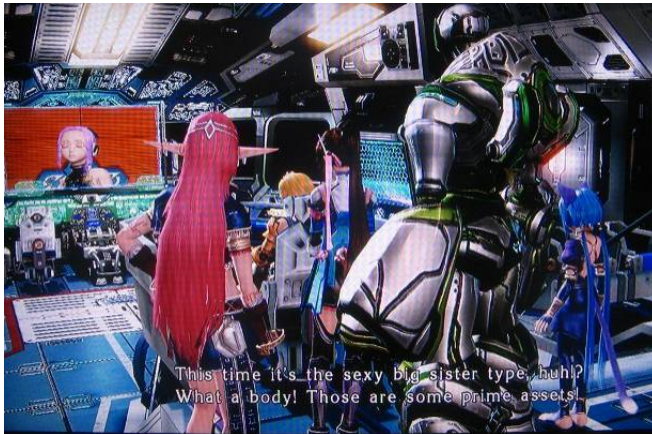
Reward: 800 EXP, 36 PSP



After completing these quests, you may travel back to the Calnus and leave to your destination. You can make a quick visit to Woodley Village in Lemuris to deliver the Fang Flute and complete a new sidequest. As you leave the planet, an unexpected surprise takes place...

+ Calnus +

Watch the scenes and Sarah will make an appearance. How she managed to sneak in the Calnus have baffled the crew but at least, you have a new party member to boot. She doesn't have any particular item creation skill but she does unlock a new option that will make your item creation process a lot more flexible. You can also trigger a new Welch event with Sarah.



~ Synthesis 101 ~



Synthesis is a new mechanic that will be unlocked in item creation as soon as Sarah joins the team. In simpler terms, synthesizing an item means that you're upgrading it. The good thing about synthesis is that you can combine even the simplest food item to a weapon, armor and accessory. Be careful though; synthesis is permanent. An item can only have up to four factors or additional effects.

Synthesis is fairly simple. Choose a weapon, armor or accessory you want to synthesize, then choose an item you want to combine it to. The game will let you see a preview of the bonuses to help you finally decide what to combine. Different items have different effects; some add ample bonuses to the stats or provide additional effects like auto-counter or attack absorption.

Some items that you may consider combining are the following:

- Natto, Barrier Breakwater - +10-15% resistance of all status ailments
- Crystal – increase chances of critical hits
- Angel Feather + - +20 to all stats
- Seeds - +XX% to various stats
- Various foods - +FOL, +EXP, various stats

Synthesizing an item will change its name (e.g. "item-R01") to help you identify which item you have synthesized, if ever you have multiple copies of that item. Accessories are your best option to synthesize, since you don't need to change them often unlike weapons and armors.

After holding invention sessions with Sarah and creating new items, you can now travel to Aeos. You won't be able to go there automatically since you'll need to do various Private Actions. There are several branches you can choose from; just refer to the list to help you decide the characters you want to develop affinities with. One of the secret PAs require Lymle and Faize as room mates so make sure to change their room assignments if possible. If you are following this guide from the start, then they should have high affinity towards each that you can let them share a room. If you want to view both events whereas you can only select one, be sure to save your game so you can reload it in case you want to select otherwise. Oh, you can also **steal** a **Bracteate** from Sarah.

1. Talk to Lymle in the Recreation Room. This event increases Lymle and Meracle's affinity for Edge while Edge's affinity for Meracle drops.

2a. You can talk to either Myuria and Reimi in the Recreation Room to increase Edge's affinity for both. Reimi will grow closer to Edge as well.



2b. Talk to Bacchus in his room to have a mutual affinity increase.

3a. Talk to Lymle in the Recreation Room to have a mutual affinity increase for both Faize and Edge. This event is also a pre-requisite to view one of the secret endings in the game.

3b. Talk to Meracle in her room. (You will have another chance to view this even later so I suggest viewing 3a instead)

4a. You'll find Bacchus in the Recreation Room, if you haven't completed his two-part chess event otherwise...

4b. You'll find Reimi instead.

4c. If you have Faize and Lymle in the same room, you can visit their room and watch the following events. This is also a requisite to trigger one of the secret endings. (You can trigger this after landing on Aeos so I suggest doing 4a or 4b)

5a. Talk to Meracle in the recreation room.

5b. This is a secret PA that is easily missable and perfectly entertaining as well. To trigger it, rest in your bed. This increases Edge's affinity towards Meracle but Reimi, obviously loses affinity towards Edge. Don't worry, you'll have the chance to make it up to her later.



6a. Talk to Myuria and little girls in the Recreation Room. You'll have three options. The first two will increase both girl's affinity towards Edge; however the 1st option will increase Lymle's affinity more while the second option will increase Meracle's points more. Picking the third option will cause the girl's affinity to you to drop a bit but Edge will grow a bit closer to Myuria, which is a rare opportunity.

6b. This will be available if you have viewed the bed scene with Edge and Meracle (5b). Talk to Reimi in the Simulator room to restore the lost affinity points with her.



7. If you triggered 6b previously, then you can trigger 6a here. Otherwise, this is a free time so you can rest until the journey is over since the next leg is also free time.

Go to the flight deck to trigger the landing scenes.

+ Aeos: Exploration Base +

The base lies in ruins and the party will eventually decide to head to the southern shores. After the scenes, you can explore the area a bit and open the previously locked chest and path. The dark barrier chest is located north of the exploration base, in the northern coast. The previously blocked path inside Urd Falls Cave can now be accessed by using the Earth Ring to break the large rock blocking the chamber. Remember no matter how worthless a chest's content is, take it. It is a requirement if you want to get the Treasure Hoarder achievement.

Before heading to your true destination, return to the ship and perform some new Private Actions.



+ Calnus +

1. Visit Faize in the storage room where he normally trains.
2. Previously missed events 3b and 4c will be available. Otherwise, go to the next event.
- 3a. Speak to Sarah in the Recreation Room (mutual affinity increase)
- 3b. Speak to Meracle in the Simulator Room (mutual affinity increase)
4. Talk to Meracle in her room and listen to her awfully long story. When asked, select "a town with a colosseum" otherwise, both of your characters will lose points towards each other.



New sidequests will be available in Roak right now, including a journey to a dungeon and an optional boss battle. If you're after the data analysis and enemy data, then it will be wise decision to complete that sidequest first. Besides, you can also get various rare minerals there as well. If you decide to skip it though, I am not sure whether if it will still be available later on.

+ Roak: Astral City +

Make your way to Astral City and talk to Lias, the royal knight. He is located beside the stairs and just a bit NE of the barge. He will first send you to hunt some primates.

Quest: Ogre Battling

You'll need to hunt 30 ogres to complete this quest. Unfortunately, even if you have defeated over a hundred of these abominations, Lias won't acknowledge that at all. When hunting for them, make sure that they surprise attack you to make them appear by 4's. Return to Lias after completing the request and claim your reward.

Reward: 400 EXP, 56 PSP, Astralian Emblem

Quest: Rumble in the Caves

Talk to Lias again and he'll send your party to the Astral Caves. After a long dungeon-crawling and defeating the boss, you should talk to him again to get your reward. The details for this quest, including the maps will be featured in the following section.

Reward: 1000 EXP, 80 PSP, Recipe Memo 21

Quest: Cherished Bangle

In the B2 level of the cave, you should find a dying knight named Lewis, entangled in the web. Talk to him to obtain the Knight's Bangle and go back in Astral. Her wife is the woman inside the Residence to the south of the barge port. Deliver the bangle to her to complete the quest.

Reward: 500 EXP, 32 PSP

+ Roak: Astral Cave B1+

Enemies:

Vomiting Gel
Corpse Bat
Mage Chimera
Ice Corpse
Succubus
Rock Hermit

Mining items:

Aluminum
Coal
Crystal
Green Beryl
Light Gem
Runic Metal
Shadestone
Thunder Gem

Pickpocket List: Astral Cave

Ralph, Slow-Motion Knight	Natto
Tony, Wandering Knight	Glowstick
Lewis, Knight Near Death	Sacrificial Doll
Wystal, Knight Corporal	R. Animal Meat
Richard, Faultless Knight	Chain Combos



You'll get the chance to visit the Astral Cave after completing the ogre hunting quest. You'll need your Earth Ring to access all items but you don't need it to complete the cave. There are also two new enemies that you can analyze as well. There are a lot of mining points here, all contains uncommon to rare minerals so make sure you check everything out. As you traverse the cave, there could be cave-ins that will block your path. You won't have any way to break them so you'll need to look around for a ramp or another route around the blockade. There will also be blocked paths that can be smashed open by a rolling piece of boulder, which you can trigger deliberately.

In this area, make your way to the eastern wing. There is a knight that was pinned down by a rock. Free him by using your Earth Ring on the rock. You won't get any reward but the chance to pickpocket him and the normal EXP and party SP you get for disintegrating the rock. Head to the next floor.



+ Roak: Astral Cave B2 +

For your first visit, you should find the dying knight named Lewis lying in the web. Talk to him to activate the "Cherished Bangle" sidequest. Look for the details above. Continue to the southeast exit. Before you head to the next floor, a scene will trigger.



+ Roak: Astral Cave B3 +

Save your game and grab the items to the south. One of them is protected by a light barrier so you won't be able to loot it for now. Attempt to head north and another tremor will cause huge rocks to fall, completely blocking your path. Or so you thought.

Turn south and you should find a boulder. Go further south to find a ramp. Climb over the ramp and step over the boulder. Though you'll see Edge thrown off balance ridiculously, it should be enough to nudge the boulder and make it crash through the blockade, clearing a pathway for you.



Before heading north, make sure you're prepared because there's a waiting boss battle up ahead. Don't forget to examine the underground spring in the southwest corner of the map, just above the exclamation point for free full party recovery. Continue north to trigger some scenes, then finally a boss battle.

CAVE GUARDIAN

HP: 120184	EXP: 25623
RST: Water, Thunder	FOL: 13406
WK: - - - -	RACE: Mech
Drops: Regeneration Symbol	

This boss has lots of HP and depending on your party's damage capability, the battle will take a few minutes. Due to its sheer size, the Cave Guardian's attacks will be really hard to avoid. In that case, you should deploy one melee fighter here, with Auto-Heal and HP Boost if possible. Sarah will be your primary choice for healing, and for the other two, ranged fighters like Reimi and Bacchus should do the job. If you want to be on the offensive, you can carry another symbolologist instead of a long-range fighter.

Like any bosses, the Guardian tends to use Rush mode whenever it gets the chance. Pummel it with continuous chains of multi-hit special attacks, like Reimi's Crimson Squall and/or Hunter's Moon. Its size will also work to your advantage since you'll have more chances of hitting it. You may also switch between your characters just before their Rush gauges fills up completely so you can manually trigger a Rush Combo.



Defeating the boss means the end of the tremors in Tatroi and Astral. After the fight, you may return to the spring and replenish your party's HP/MP and save again. Go north to the large area and step on the boulder again and it will crash through the blockade up north. Grab the item and examine the mining point there then take the western exit.



+ Roak: Astral Cave B2 (Tatroi) +



This is the last area of the cave and it has a lot of goodies. For the last time, you'll need to step on the only boulder in the area for it to crash through the wooden gate leading to Tatroi. Grab the remaining items then exit to the village. Travel back to Astral to get your reward.

This is the last of the sidequests available at the moment. Now its time to take care of the matter at hand. Return to the Calnus and head to Aeos. Its time to discover who's responsible for the base's destruction.

+ Aeos: Base Area +

There is a new exit to the south of the base. This will bring you to the southern area of the landing point. There isn't any point of interest here; just take the only entrance leading to the Undersea Tunnel.

+ Aeos: Undersea Tunnel +

Enemies: Adephaga Venom, Adephaga Milies, Vampire Bat

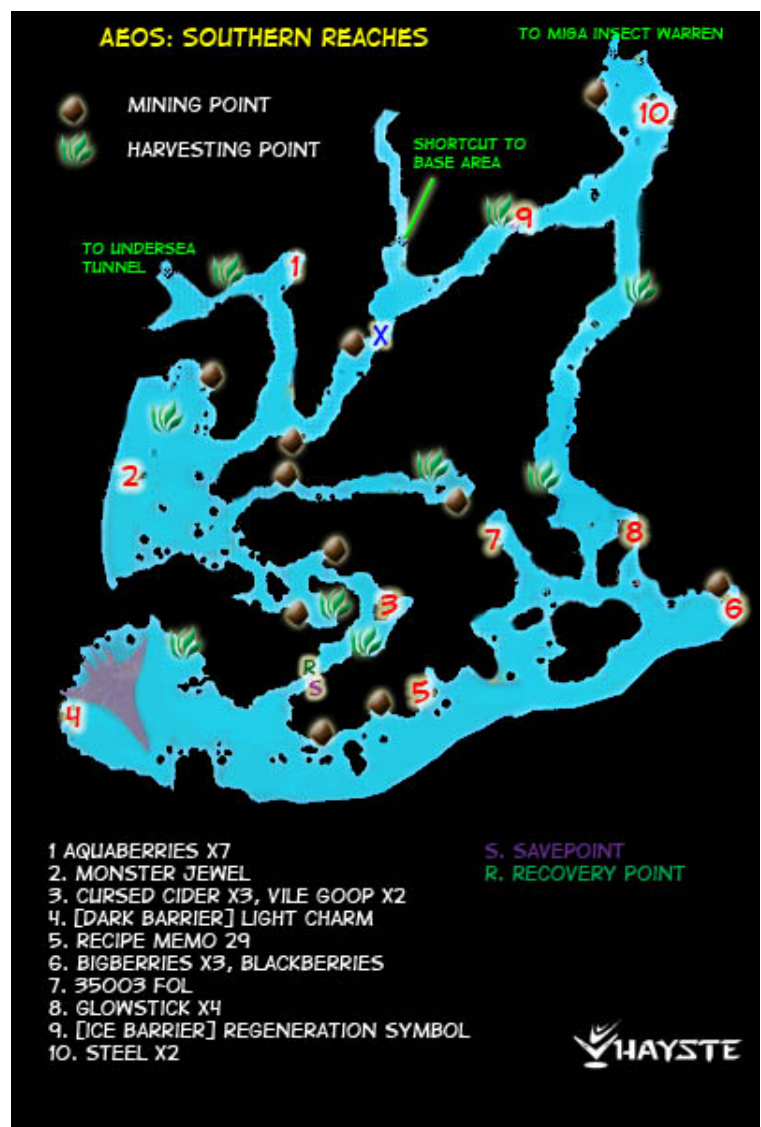
This is a straightforward tunnel with no mining points and contains a single item only. It is located in the second path to the right. The new enemies here stronger versions of what you have previously fought. However, all of them can poison your characters. That shouldn't be a problem with Cure Condition and Aquaberries at hand but it could be annoying in the long run. Fight your way to the other end of the tunnel to reach another field.

+ Aeos: Southern Reaches+

Enemies: Adephaga Venom, Adephaga Milies, Horned Tortoise, Lamia Radix, Stinger

Harvesting items: Aquaberries, Bigberries, Blackberries, Blue Seed, Cane, Fresh Sage, Gambleberries, Ginseng, Insect Egg, Red Seed, Ripe Berries, Thornberries

Mining Items: Disintegration Stone, Earth Gem, Gold, Iron, Light Gem, Magical Clay



Before exploring the southwestern part of the map, go to the northeastern path first, right to where the blue X is located on the map. Using your Earth Ring, melt down the large rock blocking the path. Now you have direct access to the Base Area, so you don't need to fight your way through the Undersea Tunnel if ever you want to go back to the ship. You'll need to go through the tunnel again on your way here, of course.

This area has a wealth of mining points and harvesting points so expect to collect valuable Disintegration Stones. In case you don't know, after acquiring a certain skill later in the game, you can use Disintegration Stones to charge your own rings. Now, make your way to the recovery point and save point. Now, before continuing to where the phantom ship is, **remove all of Faize's equipment**. As much as I don't want to give any hints or spoilers, you might want to heed that warning. Now prepare your party for a massive fight that will take place, a few steps beyond the save point. If you have some stat-boosting dishes at hand, make sure to feed everybody with whatever you can dispose of. Watch the scenes and get ready to fight eight waves of phantom soldiers.



The first few waves are rather easy but as it progresses, you might find yourself struggling. These enemies can counter blindsides and they can attack from a distance, making it easy for them to break your bonus board, no matter how careful you are. As much as possible, use wide-area attacks like Bacchu's Black Hole Sphere or Lymle's Explosion. Auto-healing, Energy Shield and No Guard skills will help a lot here, since you stay on the offensive most of the time. If ever your characters get knocked out at the start or halfway in the battle, you may consider switching them to a reserve character, with fresh HP and MP. That way, you can continue your assault without wasting time using revival items/symbols. Just don't forget to revive him/her once there is only a single enemy left in the field.



The last few waves can be unforgiving, since most of them will be tougher Phantom Leaders. They are pretty resilient to damage, not to mention that their attacks are quite damaging as well. Don't hesitate to burn some MP using special attacks and symbols as it is necessary to survive this battle.

After defeating all the enemies, enjoy your 200% experience bonus. Watch more scenes, and Faize will leave the party. Arumat will step in to replace him. Once in control head back to the Calnus, strip him off his gear and synthesize it to add new effects. You can also hold invention sessions with him to unlock new gear... for himself of course.



~ The Eldarian Grim Reaper ~

Arumat's weapon is a large scythe that deals heavy damage and has wide attack range. These outweigh the disadvantage of attacking slowly. Arumat inherits the current level and all the skills Faize learned, though those skills will return back to LV1. Don't worry though, since the skills are just reset; meaning all spent skill points will be returned so Arumat will have more than a thousand individual SP to his disposal.

Since he attacks slowly, he is prone to enemy counterattack and interruption. To address his vulnerability, you should equip him the battle skill No Guard. This will prevent him from being knocked out, so long as the enemy's damage does not exceed 1% worth of his max HP. This skill is further enhanced by HP Boost which gives your characters an additional 10000 HP if maxed (LV10) Since you don't have any immediate upgrades available for Arumat, you must synthesize his current equipment to enhance his survivability in battle.

+ Calnus +

You can also perform a private action with Arumat back in the Calnus. Though you can do this later on, it is better to do it now so this event won't consume a "phase" ("time" will pass, indicated by a chime) during your warp. To start, talk to him and he'll challenge you to a one-on-one duel. Win this battle and you'll gain his trust. Lose and he'll lose respect for you.

Arumat is dangerous, especially if you ever let yourself get caught in his attacks. His wide attack arc will make it hard for you to dodge and once he catches you off guard, prepare to get pummeled by a series of combos and special attacks. Fortunately, any improvements you added to his equipment and skills you equipped him from the menu screen won't be active in this battle. Try to use blindsides on him and when he goes to Rush Mode, just run around the battlefield until it wears off. There will be a lot of windows of opportunity here, especially when he is in mid-attack. You can interrupt him with a quick slash then connect your air-juggle, sp art combo. Just keep doing this to win.



After the battle, try to create new items if you want then head out. Your next destination is the cave to the northeast corner of the Southern Reaches.

+ Aeos: Miga Insect Warren +

Enemies: Adephaga Venom, Adephaga Milies, Vampire Bat, Lamia Radix, Polyphaga Drus, Dermoptera

Mining items: Darkness Gem, Earth Gem, Gnomestone, Gold, Green Beryl, Light Gem, Magical Claw, Meteorite

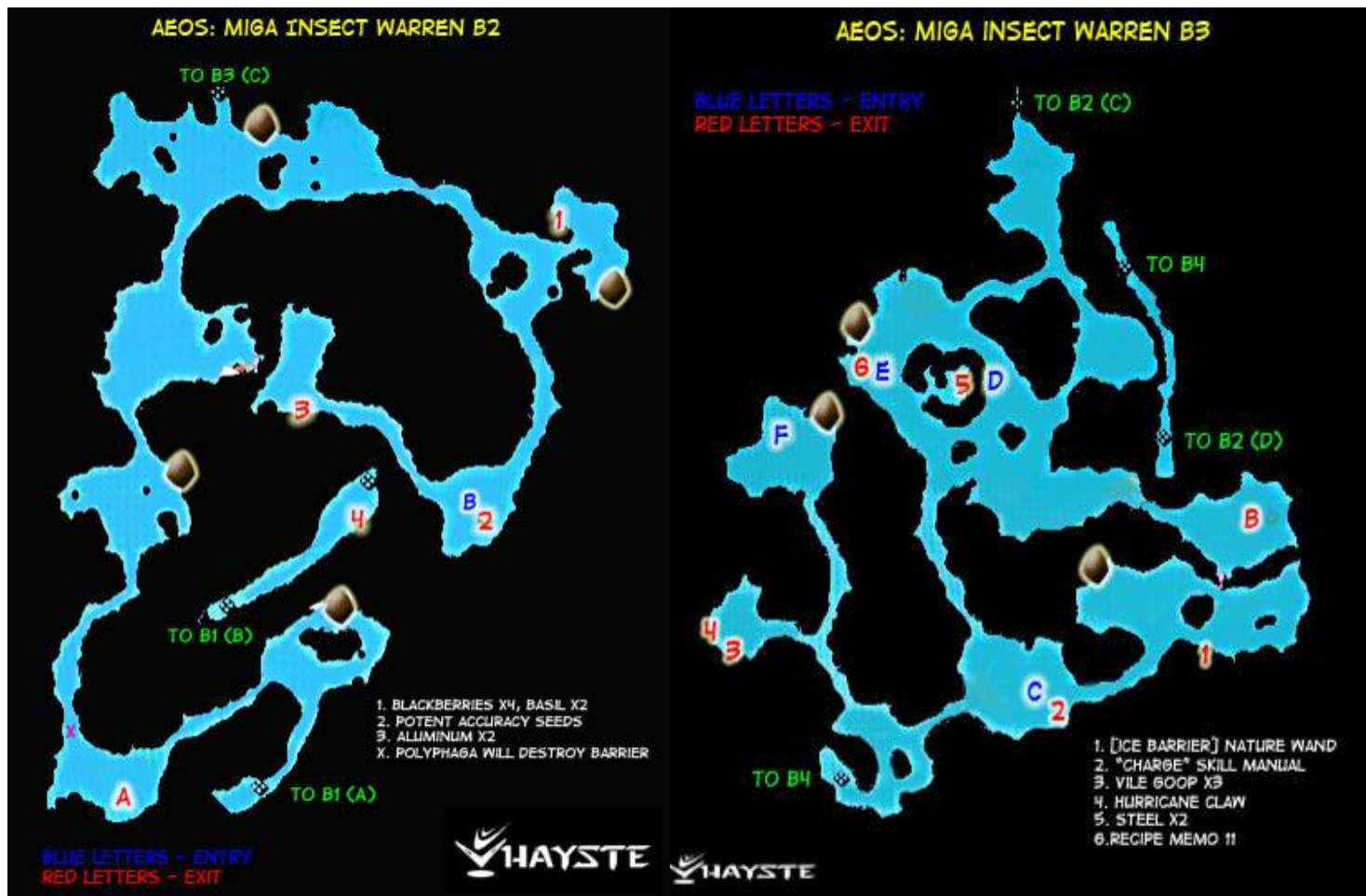
The only way to navigate the warren is by using the quicksands to get to the lower level. Refer to the maps below. Blue letters indicate the entry point and the red letters are the spots where you'll land. This area isn't hard to navigate, as long as you have a map to aid you. This cave boasts really rare minerals, like the Meteorite, Gnomestones and Green Beryls. If you're lucky enough, you can take home at least 5 meteorites.



As soon as you enter the cave, there is only one entrance you can take; and that's through the quicksand. You'll be in the second level. (B2) To reach treasure 1, you may need an Earth Ring to remove the obstacle. Make your way east by circling around until you reach quicksand B, beside treasure 2. This chest will be swallowed up by the quicksand so before you follow it, make sure to grab treasure 3 first. After getting the loot, follow the chest by jumping to the quicksand.

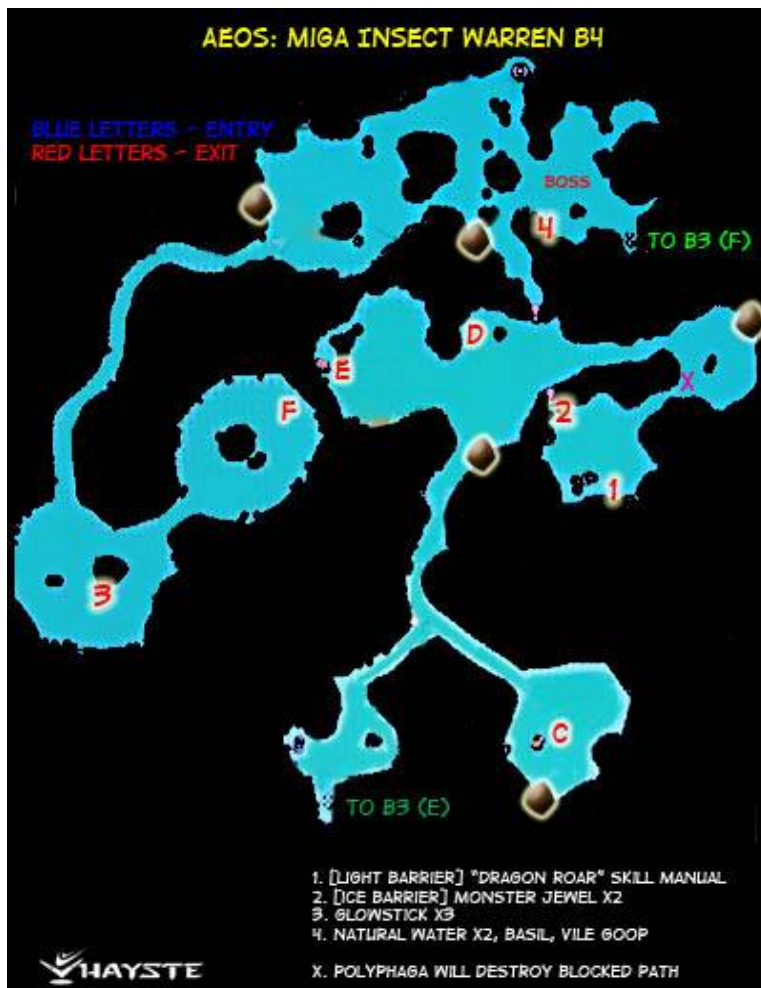
Once you reached **B3**, jump down south, grab the Nature Wand, then go left. Treasure 2 beside **quicksand C** will fall down to the lower level again. Don't worry about the other items in this floor since you'll really need to return here to proceed deeper.

For the meantime, go north and grab chest 5. If you approach **chest 6**, it will be swallowed up by **quicksand E** so follow it and you'll find yourself in B4.



This is an enclosed area in B4. In order to reach your goal, you need to land on landing point F, which is in the western side for the cave. Go east and thaw the ice blocking your path. Go to the narrow path and wait for a Polyphaga to tear down the blockade for you. You can only open one of the chests though, since the other one is protected by a light barrier. After getting your two Monster Jewels from the chest, jump down and head to the southeast, where the elusive chest has fallen.

The loot we are chasing is the Skill Manual for "Charge". Teach it to Lymle and you should be able to recharge your own rings by using Disintegration Stones. This is particularly useful, especially for the dreaded Light Ring that can carry one charge at a time. This invaluable skill will save you time and money for traveling to towns and have sorcerers recharge them for you. Maxing out this skill will allow you to fully charge your rings at the cost of one disintegration stone.



After obtaining all the loot you can get in this area, go back up to B3. Head north and grab the two items to the west (Vile Goop and Hurricane Claw) then continue north to reach **quicksand F**. Jump through it again and you should reach the western side of B4. Grab the item to the southwest and make your way to the savepoint. **DO NOT APPROACH** item 4 without saving first since a boss battle will trigger immediately. Make sure you have saved your game, boosted necessary skills, checked your equipment and healed/fed everyone. Head to the marked area in the map for some scenes and a boss fight.

ARMAROS MANIFEST

HP: ?????	EXP: 34147
RST: Earth	FOL: 34302
WK: Wind	RACE: Other
Drops: Monster Jewel	

This boss is one heck of a fighter. It is protected by a very strong carapace that can resist most of your attacks. The only way to win this battle quickly is by attacking its weakpoint: the grigori on its tail. You can't reach it by normal means; you should blindside the boss to hit it. The best choice to do this is Edge. Set his BEAT to S then perform some devastating combos for every blindside. If you have Stun or Critical Hit battle skills equipped on Edge, then you should be able to deal massive damage to the boss, which has roughly around 100-150K worth of HP. Fortunately, you should be able to blindside this boss without that much trouble. The boss will have Dermoptera bodyguards but like their common counterparts in the cave, they can be eliminated quickly. However, the boss can still call in similar reinforcements during the battle. If you are overleveled at this point and the boss doesn't seem to hurt your party that much, then you can use this chance to further increase your experience points at the end of battle and to collect monster data for the elusive Dermopterases by allowing it to summon more.

You can also win by brute force (not exploiting its weakness) though the battle may take a while to finish. Pulling a blindside can be easy but getting the boss' attention is not. Try to use some combos and symbols to get its attention. Also, prioritize eliminating the boss' minions since they tend to get in the way and interrupt your symbologists. Just keep on attacking while blindsiding it to get the best results.



Watch the following scenes. Once in control, grab the nearby chest and take the exit to the southeast. Continue following the straightforward path and grab the last item along the way. Exit the cave and take the shortcut back to the base area. You can jump from the ledge to the west to reach it quickly. Finish your businesses here and return to the Calnus when ready to proceed with the story.

+ Calnus +

Watch the following scenes. Since the warp will take a long time (it has 9 "phases"), spend your time wisely by performing PAs with your team mates. Some of the PAs will be tagged as "free" since they don't consume a "phase" or time slot, unlike normal private actions do. So, you should have no reason for missing free PAs.

1a: Start by talking to Sarah in the Recreation Room (free)

1b: Duel with Arumat (if you forgot to trigger this earlier, then this is your other chance to do it.)

1c: Edge and Reimi must be in the same room, and you must have remembered her birthday on a previous PA (that's way back). Rest in your bed to view a secret PA between the two.



2a: You can view Meracle's ocarina PA in the battle simulator, if you missed earlier

2b: Speak to Lymle and Reimi in the Recreation Room.

3a: You can trigger Sarah's treadmill scene now

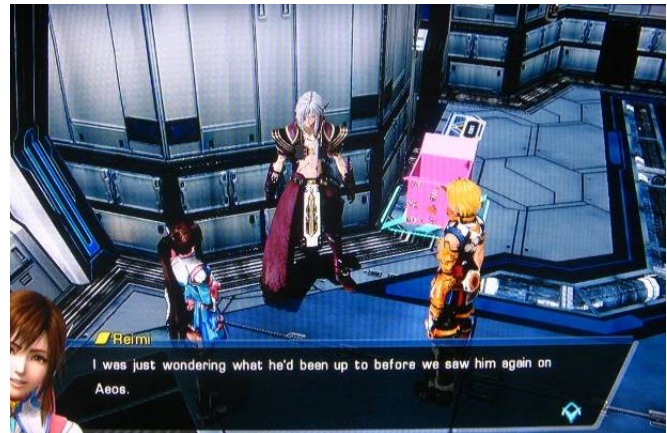
3b: You have the chance to chat with Arumat in his room. You must have defeated him in the previous duel



4a: Talk to Sarah in her bedroom (free). Choosing “No way” will raise both character’s affinity towards each other. Otherwise, there would be no bonus for replying “*That sounds plausible*” but it will unlock future PAs

4b: Go to the storage room (south) to view the event between Meracle and Arumat.

5a: Talk to Arumat and Reimi in the recreation room. Choose that Crowe is your rival to get the best affinity boosts.



6a: Talk to Bacchus in his room. (free) Note that this event can also unlock future PAs

6b: Talk to Myuria in the Simulator room.

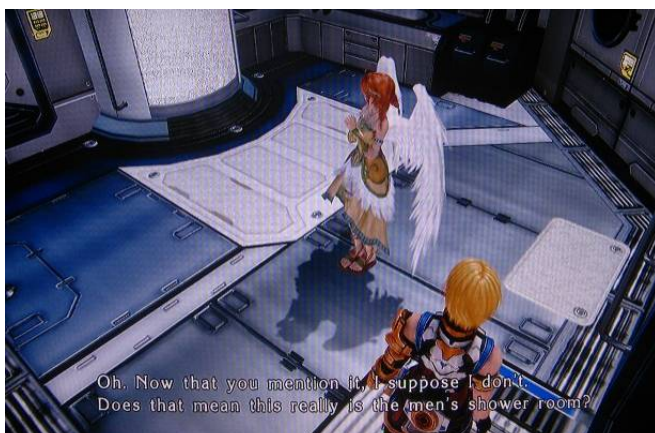


7a: If you talked to Bacchus during 6A, then you should be able to talk to Arumat in his room. If he’s not there, try resting and he should become available.

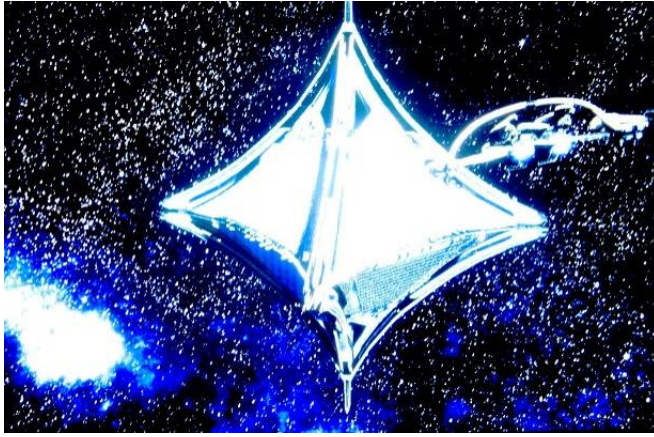
7b: Talk to Sarah and Lymle in the Recreation Room.

8: Talk to the girls in the recreation room.

9. Final event: Go to the rest rooms for another hilariously, unfortunate scene.



Save your game first then enter the flight deck (start of Disc 3) to continue with the story. You'll arrive in En II shortly.



Once in control, head back to the Calnus to perform more PAs so you wouldn't have to worry about them later.

1. Talk to Myuria and Meracle in the Recreation room.
2. Talk to Myuria in the Recreation Room
3. Talk to Reimi in her/ your room.
4. Talk to Reimi in the simulator room.



+ En II +

After doing your business, it's time to check out En II. Grab the two chests in the docks then take the pod to reach the Central Control Room. Talk to the Smiling Woman near the pod to get the weapon data for **NDS002 Symbolic Rod** and to the Hopeful Man for the **ND003 Handblaster**. Get the two chests and examine the elevator in the center to get a list of destinations. To proceed with the story, you should head to Monitor Room A. However, I suggest going to **Monitor Room B** first and examine the rotating data discs to get the ship data for **Rednuht** (if you still haven't acquired it), **Morphus Battleship**, **Morphus Exploration Craft**, **Cardianon Battlecraft** and the **Calnus** (USTA Transport)



STAR OCEAN.
THE LAST HOPE.

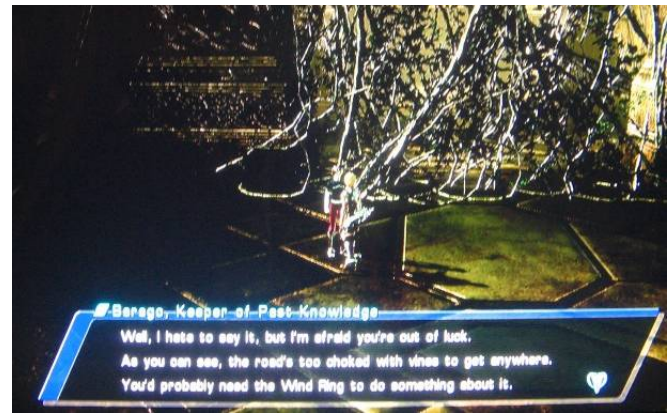


Pickpocket List: En II - Central Control Room	
Smiling Woman	Sweet Fruit
Hopeful Man	Ash
Traffic-Control Woman	Manacloth
Pickpocket List: En II - Monitor Rooms	
(A) Giotto	Monster Jewel
(B) Operator	17000 Fol
(B) Orwen, Dutiful Warrior	Fire Gem
(C) Impassioned Symbologists	Magic Seeds

Now head to the Monitor Room A and talk to Giotto to continue with the story. The meeting will eventually be interrupted by an emergency situation. You need to proceed to the Sanctuary in order to get rid of the Grigori. Though the matter at hand is rather urgent, you don't need to rush in there immediately. You can visit the Centropolis, where you can upgrade your equipment and do some quests. But before that, you need to take the elevator down to the **Old Road to the Sanctuary**.

+ En II – Old Road to the Sanctuary+

You can't get through the ivy-blocked path yet without a specific disintegration ring so talk to Barago. He'll send you to a quest to retrieve the Wind Ring. Though he mentions that you can get it from the chief of the Flora/Fauna Lab in the Centropolis, you can bypass that instruction and head to the ring's location immediately. Take the elevator to Centropolis.



+ En II – Centropolis +

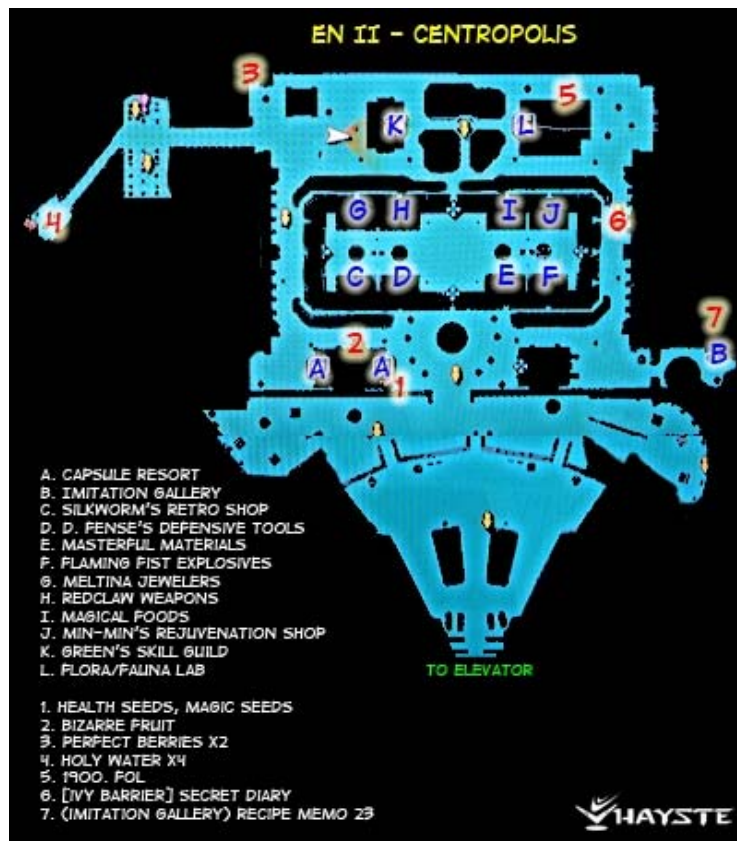
Before you do any shopping, I suggest getting the ring first since you can also complete a quest here immediately once you have it. Head to the cemetery, located in the northeastern corner of the map. Examine the gravestone marker on the second row, farthest right. Go upstairs to the southwest and examine the tree to obtain the fully charged **Wind Ring**. Now you can run about and do your business here.



Take note that new gear means more expenses so you'll need to have around 500,000 fol in order to upgrade everybody's equipment. That's excluding all the new accessories and materials needed for item creation. Since there are quite a number of shops here as well, you will have a ton of orders to fulfill.

First, find Myuria's friend, Katrina walking around the fountain-like structure, east of the inn. Talk to her to receive a Funereal Bouquet and **Recipe Memo 26**. Oh, don't forget to visit the secret shop called the Imitation Gallery located in the far eastern side of the map. In

Pickpocket List: En II - Centropolis	
Determined Warrior	Sacrificial Doll
Viola, Awakened Master	Magic Capacitor
Jealous Wife	Lesser Demon's Fetish
Girl Who Sings from the Heart	Faerie of Wisdom
Unyielding Man	MP Absorption Unit
Jessica, Praying Woman	Demon Amulet
Skittish Cat	Raw Fish
Depressed Man	Danger! Do not drink!
Katrina, Believer in Fate	Gambleberries
Insomniac Man	Compact Silence Bomb
Pickpocket List: En II - Centropolis - Capsule Resort	
Modest Woman	Holy Water
Psychic Girl	Citrine
Pickpocket List: En II - Centropolis - Mall	
Fanatic Cat	Greater Demon's Fetish
Philosophical Man	Parchment
Magical Chef	Fresh Sage
Free-Spirited Woman	Holy Water
Pickpocket List: En II - Centropolis - Flora/Fauna Lab	
Young-at-Heart Researcher	Secret Memo



(External Shops)

Inventory	Green's Skill Guild	
Item:	Price	Type
Anthropology	800	Skill Manual
Botany	900	Skill Manual
Entomology	600	Skill Manual
Parapsychology	1000	Skill Manual
Ornithology	1100	Skill Manual
Demonology	2200	Skill Manual
Zoology	1500	Skill Manual
Appetite	1800	Skill Manual
Chain Combos	3000	Skill Manual
HP Boost	8000	Skill Manual
MP Boost	8000	Skill Manual
Fast Cast	8000	Skill Manual
Critical Hit	4400	Skill Manual
No Guard	3000	Skill Manual
First Aid	2000	Skill Manual
Auto-Healing	4200	Skill Manual
Stun	3500	Skill Manual
Fury Boost	4000	Skill Manual
Elusion	1000	Skill Manual
Rage	3000	Skill Manual
Steal	19800	Skill Manual
Taunt	800	Skill Manual
Berserk	2500	Skill Manual
Scan Enemy	1500	Skill Manual
Convert	2500	Skill Manual
Hide	1200	Skill Manual
Mindflare	3000	Skill Manual

Inventory	Front Desk (Flora/Fauna Lab)	
Item:	Price	Type
Thornberries	100	Usable Item
Basil	30	Usable Item
Red Herb	100	Usable Item
Pumpkin Extract	200	Usable Item
Seaweed	30	Food

Orders	Front Desk (Flora/Fauna Lab)	
Item	Qty	Reward
Bee Stinger	15	1000
Saber-Toothed Tiger Fang	15	4000
Peryton Droppings	15	300
Insect Egg	15	500
Tasty Mushroom?	15	600
Vile Goop	15	500
Rotten Fish	15	1000
Sandfish	1	9000
Raw Fish	15	1000
Wolf Oil	15	600

Inventory		Imitation Gallery	
Item:	Price	Type	
Mysterious Scepter	48000	Weapon	
Grim Reaper	39000	Weapon	
Holy Chainmail	58000	Armor	
Mighty Varigear	41000	Armor	
Sorceress' Robe	32000	Armor	
Sighting Unit	800	IC	
Bunny Feed	80	Others	
Orders		Imitation Gallery	
Item	Qty	Reward	
Otherworldly Cuisine x3	3	5000	
Mystery Box	2	1000	
tri-emblum	9	2700	

Inventory		Silkworm's Retro Shop	
Item:	Price	Type	
Blessed Sword	700	Weapon	
Silvance	5000	Weapon	
Icicle Rapier	4000	Weapon	
Bastard Sword	11000	Weapon	
Eldarian Bow	500	Weapon	
Torch Bow	800	Weapon	
Alien Arc	5400	Weapon	
Icicle Rapier	4000	Weapon	
Flame Wand	1500	Weapon	
Wand of Wonder	5800	Weapon	
Vermillion Claws	5800	Weapon	
Dragonscale Armor	3500	Armor	
Bronto Armor	3800	Armor	
Mystic Chainmail	1000	Armor	
Blizzard Protector	1200	Armor	
Streaked Chainmail	2400	Armor	
Aqua Robe	800	Armor	
Comet Robe	2400	Armor	
Bandit's Gloves	3300	Wrist Accsy	
Sniper's Bangle	800	Wrist Accsy	
Silver Bangle	800	Wrist Accsy	
Sacrificial Doll	500	Neck Accsy	
Warning Brooch	1000	Neck Accsy	
Alchemist's Water	300	IC	
Orders		Silkworm's Retro Shop	
Item	Qty	Reward	
Earthsoul Bow	1	3000	
Rune Wand	1	12000	
Staff of Freezing	2	30000	
Shell Armor	2	800	
Iron Protector	3	500	
Protective Robe	2	9000	
Sturdy Bracelet	10	12000	

Inventory		Meltina Jewelers	
Item:	Price	Type	
Magic Bracelet	900	Wrist Accsy	
Stallion Snaps	3000	Wrist Accsy	
Fire Armlet	15000	Wrist Accsy	
Wind Armlet	15000	Wrist Accsy	
Earth Armlet	15000	Wrist Accsy	
Water Armlet	15000	Wrist Accsy	
Thunder Armlet	15000	Wrist Accsy	
Anti-Poison Amulet	8000	Neck Accsy	
Anti-Stun Amulet	4000	Neck Accsy	
Anti-Silence Amulet	4000	Neck Accsy	
Anti-Pumpkin Amulet	5000	Neck Accsy	
Raven Amulet	4000	Neck Accsy	
Green Talisman	4800	Neck Accsy	
Earth Charm	9000	Neck Accsy	
Water Charm	9000	Neck Accsy	
Fire Charm	9000	Neck Accsy	
Wind Charm	9000	Neck Accsy	
Thunder Charm	9000	Neck Accsy	
Orders		Meltina Jewelers	
Item	Qty	Reward	
Slayer's Bangle	2	10000	
Darkness Scarf	3	30000	
Anti-Curse Amulet	3	12000	
Demon Amulet	3	2000	
Light Charm	2	6000	

Inventory		Red Claw Weapons	
Item:	Price	Type	
Observer's Sword		Weapon	
Saint's Bow		Weapon	
Sylph's Saber		Weapon	
Booster Wand		Weapon	
Plasma Cannon		Weapon	
T08 Lightning Cannon		Weapon	
Slasher Claws		Weapon	
Observer's Spear		Weapon	
Orders		Red Claw Weapons	
Item	Qty	Reward	
Spirit Bow "Darkstriker"	1	20000	
Wand of Resonance	1	30000	
Dragoon Blaster	1	25000	
Sacred Spear	1	30000	
Quadplex Scythe	1	40000	

Inventory		D.Fense's Defensive Tools	
Item:	Price	Type	
Astral Armor	6000	Armor	
Majestic Armor	8000	Armor	
Earthrock Mail	10800	Armor	
Duel Armor	36000	Armor	
Volcanic Chainmail	7700	Armor	
Star Protector	34500	Armor	
Alien's Robe	3300	Armor	
Flare Robe	10000	Armor	
Feathered Robe	12000	Armor	

Inventory	Masterful Materials	
Item:	Price	Type
Tent	4000	IC
Ash	800	IC
Cashmere	600	IC
Velvet Ribbon	800	IC
Dwarven Embroidery Thread	400	IC
All-purpose ceramic	2400	IC
Magical Brush	800	IC
Earth Paint	80	IC
Water Paint	80	IC
Fire Paint	80	IC
Wind Paint	80	IC
Thunder Paint	80	IC
Light Paint	100	IC
Dark Paint	100	IC
Nil Paint	160	IC
Healing Paint	80	IC
Mysterious Paint	60	IC
Attack Card	60	IC
Attack Card +	400	IC
Healing Card	60	IC
Healing Card +	400	IC
Support Card	60	IC
Support Card +	400	IC
Parchment	400	IC
Fine Parchment	600	IC
Repair Kit	100	IC
Swept Hilt	200	IC
Guitar Parts	200	IC

Orders	Masterful Materials	
Item	Qty	Reward
Fur Pelt	6	11000
Manacloth	1	2000
Mana Ribbon	2	1000
Citrine	2	9900
Faerie Embroidery Thread	4	3000

Inventory	Flaming Fist Explosives (1)	
Item:	Price	Type
Poison Relief Unit	300	Usable Item
Meltin Unit	500	Usable Item
Mobilization Unit	300	Usable Item
Speech Restoration unit	1000	Usable Item
Vision Enhancement Unit	900	Usable Item
Dispelling Unit	1200	Usable Item
Intelligence Breaker	500	Usable Item
Defense Breaker	400	Usable Item
EM Bomb	400	Usable Item
Wide-Range EM Bomb	1200	Usable Item
Compact Poison Bomb	800	Usable Item

Orders	D.Fense's Defensive Tools	
Item	Qty	Reward
Ogre's Armor	2	12000
Dragon Guard	1	11000
Mithril Protector	1	15000
Fully-Tuned Plate	1	15000
Earthen Robe	2	20000

Inventory	Min-Min's Rejuvenation Shop	
Item:	Price	Type
Blueberries	40	Usable Item
Bigberries	100	Usable Item
Blackberries	60	Usable Item
Mixed Syrup	100	Usable Item
Perfect Berries	1200	Usable Item
Physical Stimulant	800	Usable Item
Mental Stimulant	1000	Usable Item
Aquaberries	30	Usable Item
Basil	30	Usable Item
Fresh Sage	150	Usable Item
Hot Chocolate	50	Usable Item
Glowstick	90	Usable Item
Holy Water	120	Usable Item
Resurrection Elixir	2000	Usable Item

Orders	Min-Min's Rejuvenation Shop	
Item	Qty	Reward
Super Aphrodisiac	6	10000
Growth Stimulant Ampule	3	6000
Hyper Potion	5	1000
Love Potion No.256	5	11000
Healing +	8	10000
Ex Healing +	6	12000
Faerie Healing +	6	12000

Inventory	Flaming Fist Explosives (2)	
Item:	Price	Type
Compact Stun Bomb	800	Usable Item
Compact Freezing Bomb	800	Usable Item
Compact Silence Bomb	700	Usable Item
Scrambling Unit	300	Usable Item
Rivet	20	IC
Magic Capacitor	800	IC
Universal Device	100	IC
Micro Circuit	400	IC
Micro Hadron Collider	3200	IC
Laser Oscillator	3000	IC
Mystery Electronic Circuit	1300	IC
Mystery Mobile Frame	1800	IC

Orders	Flaming Fist Explosives	
Item	Qty	Reward
Plastic Explosive	15	3000
Intensified Gundpowder	12	2000
Disintegration Stone	8	5000
Steel	4	2000
Element Breaker	10	1200

Orders	Magical Foods	
Item	Qty	Reward
Raw Animal Meat	14	500
Dragonblood Crystal	1	6000
Sharkskin	12	800
Hamburg Steak	4	800

Inventory	Magical Foods	
Item:	Price	Type
Riot Potion	600	Usable Item
Fainting Potion	200	Usable Item
Natto	300	Food
Natural Water	120	IC
Vinegar	40	IC
White Rice	60	IC
Uncooked Pasta	100	IC
Common Egg	30	IC
Vegetables	60	IC
Seasonings	20	IC
Olive Oil	80	IC
Special Warishita Sauce	120	IC
Fresh Cream	100	IC
Pie Crusts	60	IC

For new skills, you MUST buy Sarah's Zoology and Fast Cast for Lymle and Myuria. As for the weapons and weapons, you can find select superior choices in the Imitation gallery so buy there first before checking the other shops in the mall. You may consider getting the weaker weapons that you don't currently have in your inventory, especially if you're after weapon data collection. (and its corresponding achievement). You can also buy some items to complete the quests from the merchants of Roak, like Cashmeres, Stallion Snap, etc. The All-purpose Ceramic is pretty expensive but is necessary to create high level armor.

You may want to start all the sidequests available at the moment, so you can earn extra cash needed for your mega-shopping.

Quest: The Wind Ring

This quest is mandatory since you won't be able to proceed with the story without clearing the ivy blocked Road to the Sanctuary. Details for this quest are discussed earlier in this walkthrough.

Reward: 1000 EXP, 23 PSP

Quest: A Distinguished Rarity

In the middle north, between the skill guild and the Flora/Fauna Lab is an NPC called the Unyielding Man who wishes to see a rare vase. You need to bring him the Japonesque Vase that can be created through Item Creation. Make sure to buy some Mental Stimulant from Min-Min's Rejuvenation Shop inside the mall.

Reward: 2400 EXP, 60 PSP, Angelstone



Quest: The Elusive Female Firefly

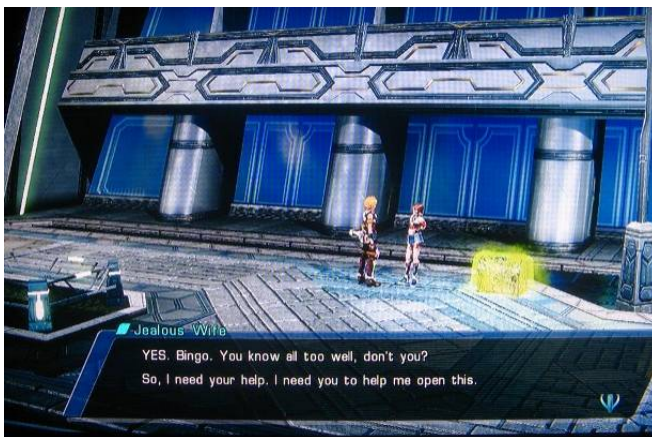
The Flora/Fauna Lab is located in the northeast part of the map. This is the first place you will visit during the Wind Ring sidequest though you can entirely bypass it. In the lab, talk to the Young-at-Heart researcher and he will ask you to find an ultra-rare female Crimson Firefly. These are the floating red things inside the Cave to the Purgatorium back in Roak. There is no way to identify if you'll be catching a female so make sure you capture 20 of them. If you are fully stocked (20) by the time you start this quest, then chances are you have a female firefly in your inventory. If you're extremely unlucky, you'll need to wait for the chance to travel freely again before you can revisit Roak.

Reward: 3000 EXP, 49 PSP, Shortcake

Quest: The Unopenable Chest

The Jealous Wife is standing beside the ivy protected chest (item # 6), east of the mall. Talk to her to start the quest, clear the ivy with your wind ring. Open the chest to acquire the diary and talk to the wife again to obtain your rewards.

Reward: 1800 EXP, 45 PSP, Echo Machine



Quest: Where's the Recipe?

The Magical Foods shop inside the mall isn't open, because the proprietor, the Magical Chef has lost her recipe for her top-secret dish. Equip the Bandit's Gloves and head to the Flora/Fauna Lab. Steal the Secret Memo from the Young-at-Heart Researcher and bring the recipe to the chef. You will gain the recipe for the dish and the food shop will be open again for business.

Reward: 1500 EXP, 41 PSP, Recipe Memo 08 (Mille-Feuille)

Quest: Guitar Maker

The free-spirited woman in the northwest corner of the mall needs a guitar to start her musical career. Buy one Guitar Parts from the Masterful Materials shop and craft it from the Calnus' item creation system. If you don't have the recipe, hold an invention session with Meracle, Myuria and Lymle. The other parts required are basic items so you should have them in your inventory. Deliver the guitar to obtain your reward.

Reward: 3000 EXP, 45 PSP

You may spend some time taking and completing some orders and when you're ready, you can now start navigating the Old Road to the Sanctuary.

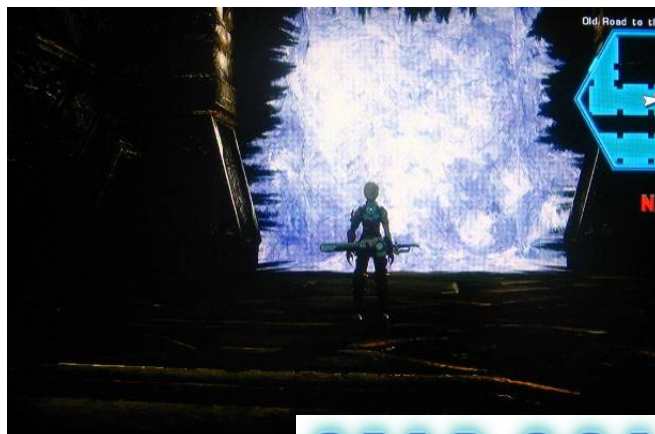
+ En II – Old Road to the Sanctuary +

Enemies: Stroper, Lightning Corpse, Cursed Horror, Master Wizard, Metal Golem



This dungeon sports some new enemies and items as well. The items of interest here are the two unique skill manuals: **Bunny Call** and **Haggling**. Bunny call can be taught to Sarah and will allow her to summon a bunny in an open field. Haggling can be learned by Myuria. Though it won't lower the prices of the items you buy, it does increase the value of whatever you're selling, up to 30% when maxed.

If you're after full analysis of the enemies here, don't concentrate too much on dealing with the Cursed Horrors and Master Wizards since they'll still be available in the next area. Lymle's Parapsychology skill will be of much use here since those two enemies are considered as undead. The Master Wizard holds a few rare drops, like the Dragonblood Crystal, Mana Ribbons and Manacloths so they're really good targets for those who are collecting materials. There are quite a few obstacles here but with the abundant supply of Disintegration Stones (normal drops by lightning corpses), you shouldn't have no reason for getting hindered on your way to the Sanctuary.



STAR OCEAN.
 THE LAST HOPE.

+ En II – Sanctuary +

Enemies:

Cursed Horror
Master Wizard
Ancient Chimera
Early Psynard

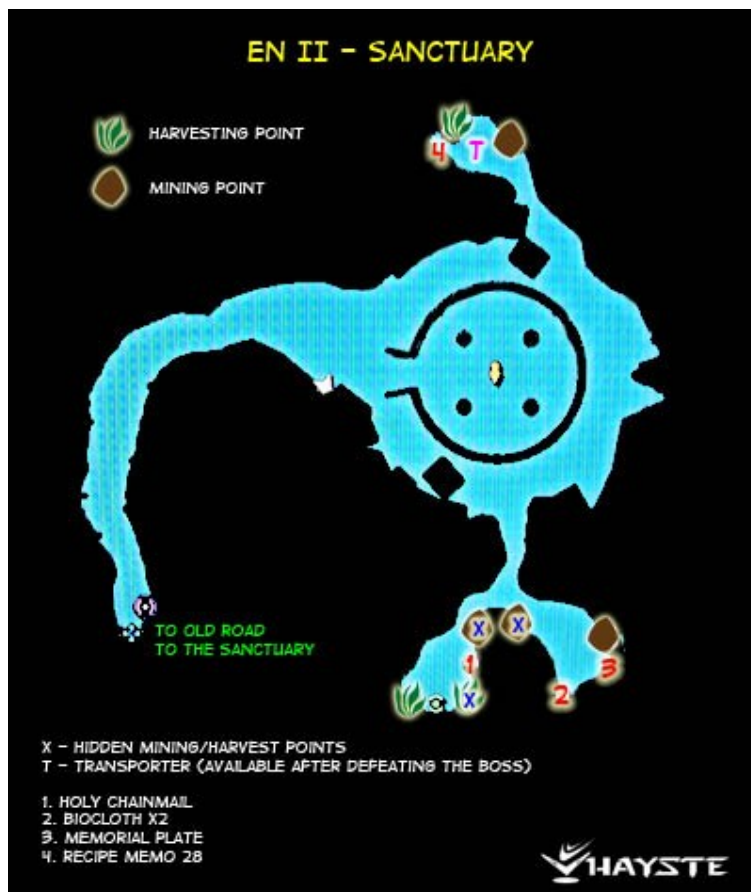
Mining items:

Angelstones
Disintegration Stones
Gnomestones
Magical Clay
Meteorite
Mithril
Nereistone
Ruby
Silver
Thorstone
Wind Gem

Harvest items:

Bigberries
Blueberries
Blue Rose
Fresh Sage
Oak
Perfect Berries
Ripe Berries
Shadow Rose
Thornberries

The sanctuary holds a lot of rare items that you shouldn't ignore. Fortunately, there is a transporter here that you can use to return to Centropolis. It will only be available after defeating the boss though. You don't need to fight the boss immediately; you can collect all the chests and examine all the mining/harvesting points available. There are also hidden mining/harvesting points that will only appear if you examine the correct spot. Refer to the map to know where these hidden points of interest are.



The Early Psynard enemies are quite dangerous if you let them on their own. They can cast deadly Plasma Cyclone symbols that can easily halt your characters while dealing high damage. Interrupt them with your own attacks or ice symbols and make sure they go down first. Cursed Horrors and Master Wizards will appear together, increasing your chances to get their valuable loot. Remember to use the recovery point to the southwest and save again before approaching the boss. As usual, eat some stat-boosting foods, boost some skills and check your equipment.

KOKABIEL

HP: ?????	EXP: 63166
RST: Earth, Ice, Fire, Wind, Thunder, Light	FOL: 30712
WK: Dark	RACE: Other
Drops: Potent Magic Seeds	

KOKABIEL SPAWNS

HP: ?????	EXP: 0
RST: Earth, Ice, Fire, Wind, Thunder, Light	FOL: 15
WK: Dark	RACE: Other
Drops: - - - -	



This battle is not particularly hard but it can be annoying. You should choose a very aggressive party here, particularly Arumat, Edge/ Meracle, Reimi/Bacchus and Sarah. Have Arumat learn and boost the “No Guard” skill to the maximum. His wide-attack range can really help you out here; just remember to keep everybody healthy through recovery items and symbols. You can set LV10 “Auto-Healing” for everybody or if you want to be aggressive, replace it with Critical skill for your fighters and Energy Shield for your spellcasters. Though Myuria seems to be the best choice for an offensive spellcaster, don’t count on it since there will be a lot of mini-spawns that can interrupt her casting, even with Fast Cast equipped.



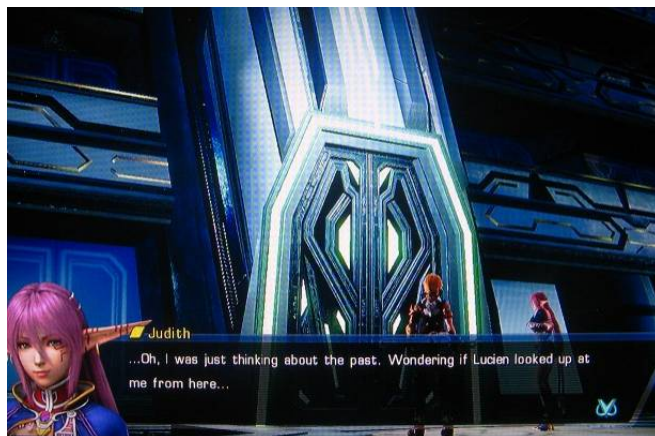
The boss will start the battle with a number of spawns, each capable of attacking independently. These can be easily destroyed with one or two hits, depending how much damage your characters can dish out per hit. However, there will always be four, indestructible spawns that will always surround the boss so don’t bother wasting your Rush Combos because it will most likely land on one of those indestructible minions. Blindsides are basically useless because the spawns tend to move so fast, making it hard to hit them individually. It will try to replenish its spawns by enclosing itself in a ball of light. During this phase, continue landing heavy hits to interrupt the summoning. Using wide range attacks will take care of the spawns as well as damaging the boss as well. For best results, set your fighters’ tactics to gang up with full force.

You’ll be taken back to the Centropolis after the battle. Watch more scenes and once in control, you can trigger two new private actions, as well as new sidequests.



+ En II – Centropolis +

Return to the inn and save your game then head to the buildings on either sides of the mall. Bacchus lives on the eastern side while Myuria lives on the other side. Examine the doors to trigger their private actions. For Bacchus, selecting the bland “It’s a really nice building” response will net good affinity boosts compared to the other options. For Myuria, selecting “I’d probably hide a letter in a gift I gave her” will catch her heart, thereby making her closer to Edge.



You can now use the transporter to reach the Sanctuary from Centropolis. Enter the transporter room east of the inn and examine the point of interest to reach the Sanctuary. I suggest heading back to the Calnus and returning again to replenish the mining/harvesting points.

+ En II – Sanctuary +

The sidequests won’t be provided by NPCs but by examining any of the four crystals. At this moment, you can only complete 3 out of 4 since the fourth one will require you to travel to different locations. You can take the trials in any order you wish.

Quest: The Trial of Courage (Blue Gem)

This trial will immediately throw you into a four-part battle, so make sure everybody is at full HP/MP, and better yet, a completed bonus board intact. The battle isn’t that hard; if you can finish common enemies in the Sanctuary, then these battles shouldn’t be any different.

Reward: 4000 EXP, 40 PSP, Greater Sacrificial Doll

Quest: The Trial of Might (White Gem)

This trial will also throw you into a battle, but this time, against a single but mighty foe. This is basically the stronger version of the Guardian Beast you fought back in the Purgatorium. This boss is vulnerable to all symbols, except dark and earth but don't hesitate to use Myuria if you have to. Deploy your best fighter to get the boss' attention and to prevent it from interrupting your team mates' casting. You can air-juggle this enemy while your allies are pummeling it with symbols.

Reward: 4000 EXP, 40 PSP, Laser Weapon

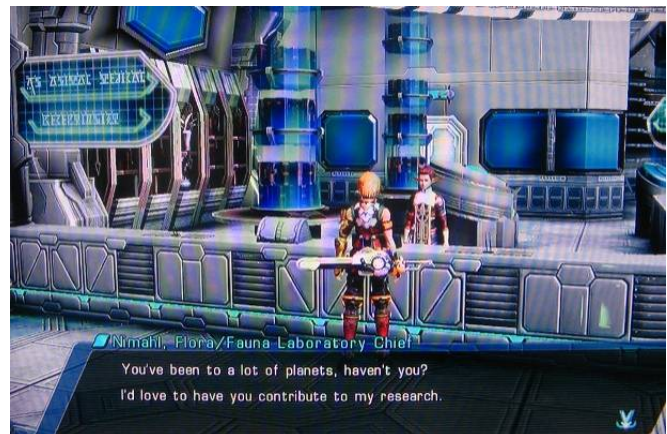


The Laser Weapon is probably the most powerful weapon you can get at this point of the game. What makes this a lot better is that any character can equip this and the best of all, it doesn't have any factors; which means you can freely synthesize it to further increase its damage capability.

Quest: The Trial of Love (Red Gem)

This trial may take a while, depending on your luck. To pass this challenge, you'll need to obtain a Psynard Egg and hatch it to a chick with the help of Nimahl in the Flora/Fauna Lab. The Psynard Egg is a very rare drop by Early Psynards that are available in the area. Even with maxed Steal and Ornithology skills, this drop will take several fights before you can even obtain one. Once you acquired the egg, head to the Flora/Fauna Lab and talk to Nimahl. He will tell you that you need to create a compound that will be used to hasten the chick's growth. After obtaining Recipe Memo 30, head back to the Calnus and make a Growth Stimulant Ampule. Give it to Nimahl to get the chick. Deliver the poor thing to the Sanctuary and leave it to the gem's care.

Reward: 4000 EXP, 40 PSP, Chalice of Love



Quest: The Trial of Wisdom (Green Gem)

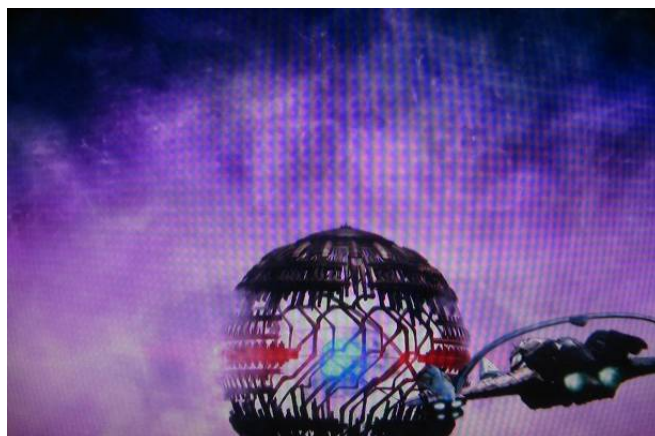
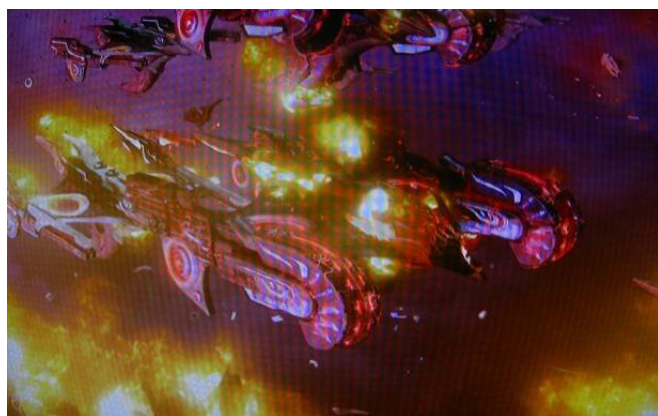
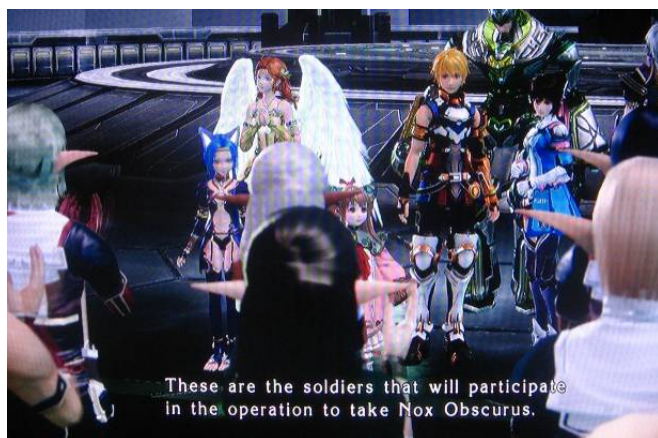
This trial will send you to an intergalactic treasure hunt, which will also coincide with the new sidequests that will be available on the planets you'll visit. You'll receive the first cryptograph, containing the clues about the next cryptograph's whereabouts. You must find the cryptographs in order; otherwise you won't be able to find anything in the supposed location, even if you already know it. Details on how to get to the exact locations will be discussed in the following chapter.

1. Lemuris, Thalia Plains
2. Aeos, Southern Reaches
3. Roak, Tropp area

Reward: 4000 EXP, 40 PSP, Faerie Star skill manual.

+ En II – Monitor Room A +

Once you're ready to proceed with the story, head to Monitor Room A to hear the mission plan from Giotto. Make some final preparations if you need to then launch the Calnus. Watch the following lengthy scenes.



+ Nox Obscurus: Ravine of Extinction +

After the last push, the Calnus safely lands in Nox Obscurus, but is critically damaged. Unfortunately, you can't use it to travel back to the previous planets anymore. But fortunately, a transporter will be set up, giving you the convenience to visit the past planets and their individual towns and villages. If you need some quick healing, there is also a morphus symbologist just outside the Calnus. You can still use the Calnus' facilities normally.



You are already in the last stage of the game so if you need to backtrack and complete some quests and orders, this is the best time to do it. You can also trigger the closing private actions with the team mates you have high affinity with. The map for this area will be posted in the next chapters, after the brief sidequest notes.

Also, take note that traveling to Roak, Aeos and Lemuris will require you to insert Disc 2. Traveling back to En-II and Nox Obscurus will require you to insert Disc 3. This interchanging of discs can be quite a hassle so make sure you take note of everything you need and buy/acquire them while staying on a particular location before ultimately deciding that you need to travel. Unfortunately, using the transport symbols alone won't replenish harvest and mining points unless you return to the Calnus.

+ Calnus +

You can trigger the closing private actions with your team mates after meeting certain conditions or simply having high affinity towards them. However, both Meracle and Sarah's closing PAs will be available in Roak.

1. Reimi will be hanging in the simulator room. This event will only be available if you triggered a PA with Reimi during the warp from the Cardianon Mothership and you responded to "show her to the stars" during the conversation.
2. Myuria will be hanging out in the bar in the Recreation Room.
3. Bacchus will be standing the 2F hallway, near the room assignment board
4. Arumat is staying in his room.
5. Find Lymle and Cerberus inside the Calnus' right wing storage room. (North in the map)



If you need more affinity points to trigger these events, you may want to perform the "Funeral" events, available for each character. These can be triggered on specific planets only and will require you to have at least one Funereal Bouquet in your inventory. If you don't have them or the recipe, talk to Katrina back in En II- Centropolis (central area, right-side of the inn) to get one bouquet and the recipe to make more. Its most elusive material, the blue rose, can only be harvested in En II's Sanctuary area. Each bouquet consumes two blue roses. The other two can be harvested from Roak's harvesting points and bought from the materials shop respectively. These events will greatly increase your character's affinity.

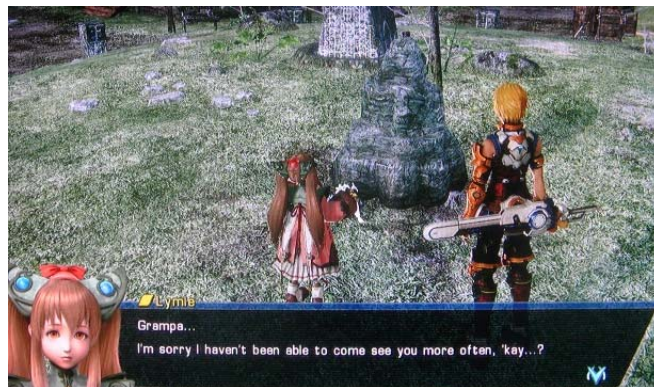
If you have activated the Trial of Wisdom quest in En II (you should have) then it will be easier to visit the planets according to the cryptograph's locations. First stop, **Lemuris**.

+ Lemuris: Triom Village +

Examine Ghimdo's grave to trigger Lymle's funeral event. You may use the transporter to reach Woodley or if you want, you can walk there and gather materials from mining and harvesting points.

+ Lemuris: Woodley Village +

You can complete two quests here. The second entrance leading to Alanaire Citadel is now open you can easily revisit it to open two barrier chests and to trigger a couple of PAs and a quest as well.



Quest: A Cherished Keepsake

Head to the inn and talk to the boy. Exit the inn and proceed to the item shop and talk to Sir Francis, the Curious Cat (you must have completed two corresponding sidequests involving this cat in order for you to find him in the item shop) to obtain the Oracle's Charm. Return it to the kid to obtain a copy of the Chain Combos skill (which is probably useless to your party at this point of the game)

Reward: 100 EXP, 20 PSP, Chain Combos skill manual

Quest: Wood for the Hearth

The Accommodating Woman in the southeast corner of the village will ask you to collect 10 Wooden Sticks. These are common harvest items so you should have a good number of it in your inventory already. Bring her the sticks to complete this quest.

Reward: 140 EXP, 20 PSP, Attack Seeds



This is not a sidequest but by talking to the cat inside the book/skill manual shop, he will point you to a hidden stash of fol at the back of the store. Exit the shop and follow the narrow path around and look for a sparkling object. Pick it up to get 22222 fol.

+ Lemuris: Alanaire Citadel +

Make sure to open the ivy barrier chest (Blue Talisman) and a dark barrier chest (Sacred Scepter) on your way to the top floor. You'll find Lutea as the new acting oracle. Talk to her twice to initiate two short PAs that will increase Edge's affinity with Lymle. You will also get the weapon data for the **Oracle's Staff**. After a while (probably after a couple or more game hours have passed), return to Lutea to activate the next quest.

Quest: Lutea's Secret Stone

Lutea will ask Lymle to bring her seven magic stones: Salamanderstone, Gnomestone, Sylphstone, Nereidstone, Thorstone, Angelstone and Shadestone. Since you won't be able to activate this quest immediately after completing the two PAs with Lutea, spend your time collecting the stones by mining various mining points across the planets.

1. Salamanderstone— Astral Desert, Tropp Area
2. Sylphstone - Astral Desert, Cave to the Purgatorium
3. Shadestone – Cave to the Purgatorium, Purgatorium Area, Astral Caves, Halls of Termination
4. Gnomestone – Miga Insect Warren, Sanctuary
5. Nereidstone – Sanctuary
6. Thorstone – Sanctuary
7. Angelstone – Sanctuary

Give her all the rare gems to obtain your invaluable reward: Lutea's Sacred Stone. This accessory can only be worn by Lymle and will give her considerable parameter boosts, as well as the damage-negating properties of the Blue Talisman. Synthesize it with the correct items and you will have an irreplaceable accessory for Lymle.

Reward: 2000 EXP, 99 PSP, Lutea's Sacred Stone



Before you leave, exit the Citadel to the south to reach the icy region of Thalia Plains. Cross the frozen lake and head to the narrow path in the northeastern part of the map. Examine the sparkling object to obtain **Cryptograph 2**. While here, you may also want to visit the Celestial Ship to open the two ivy protected chests to obtain Bacchus' **Immortal Smasher** and an **Anti-freezing Amulet**, **Recipe Memo 25**. You can also take this time to collect Wolf Oils and Plastic Explosives to meet the orders of a merchant back in En II, Centropolis.

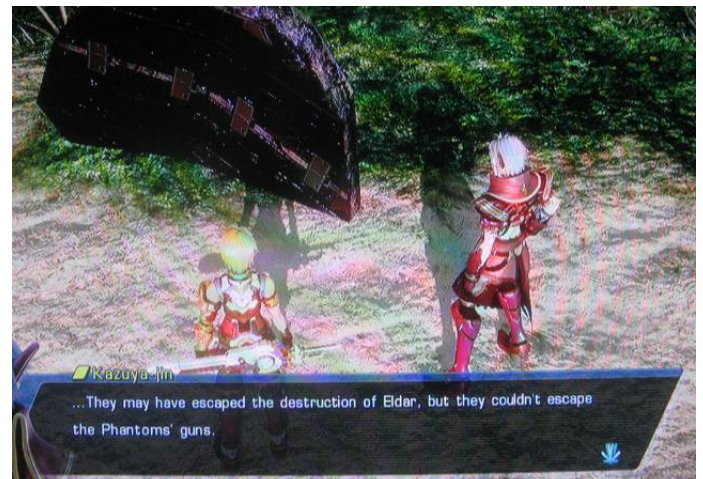
The location of the next cryptograph is in Aeos. You can trigger two funeral events there so make sure you have at least two Funereal Bouquets with you when you revisit it.

+ Aeos; Exploraton Base +

Examine the spot marked with a purple exclamation point in your map. Reimi and Edge will offer their prayers to the friends and comrades lost in the tragedy in Aeos. Next, exit south and go through the Undersea Tunnel to reach the Southern Reaches.

+ Aeos; Southern Reaches +

Take time to harvest and mine items from various points scattered in the area. Examine the piece of debris from an Eldarian refugee ship by the shore, in the eastern part of the map. Arumat will offer his sincerest prayers to his fallen brethren.



The next cryptograph is located in the marshy, winding path north of the recovery and save points. It is a little hard to see using the default camera so make sure to rotate your camera to find a sparkling object. Obtain **Cryptograph 3** in this area.



+ Roak: Tropp +

Aside from Meracle and Sarah's closing PAs, their funeral events can be triggered here as well; make sure to have two Funereal Bouquets on your visit here. Go to the shore behind Tropp and look for the door leading Eleyyna's hideout. Talk to her to initiate a sidequest that is necessary to trigger Meracle's closing private actions.



Quest: It came from the Vent

Talk to the ever cold (yet alluring) Eleyyna in her hideout to initiate this quest. Exit the hideout and look for the Vomiting Gel atop a stone chimney, near the town walls. Approach and defeat it, then return to Eleyyna to get your reward.

Reward: 600 EXP, 38 PSP, Recipe Memo 13



After the quest, exit the hideout and talk to her again to start the first private action with Meracle. After that, exit and return to the hideout again. The Funeral Event follows next so make sure you have a Funereal Bouquet available. The third PA (closing) will require you to have high affinity points with Meracle; if it doesn't trigger, you'll need to use a lot of Love Potion #256's in order to increase everybody's affinity towards you. To trigger this, head to the northern part of the Tropp docks and approach the edge to trigger the event.

Once done, you may want to visit the Purgatorium again to access the ivy protected door that you can't pass before. Don't take the Cave to the Purgatorium's western entrance (Tropp side). Instead, go east and examine one of the large pillars, the one beside the mountain to obtain the final piece required to finish the Trial of Wisdom: the **Philosopher's Tome**. Enter the cave and make your way to B3 of the Purgatorium.



+ Roak: Purgatorium +

Use your Wind Ring to the ivy-bound chests in B1 (Recipe Memo 24) and B2 (Anti-Void Amulet). Finally, clear the ivy-protected door in the southwest of B3. You need to solve at least two statue puzzles (you should already know how the stuff works at this point) before getting access to [Sylphide's Mail](#) and [Folklore Plate](#).

After getting the items, your next destination is Astral Castle. If you are still wondering how to catch the elusive Sand Fish (one of the orders from Nimahl of the Flora/Fauna Lab in En II), head to Astral Desert and follow the tips below.

+ Roak: Astral Desert +

Check out the southernmost oasis and look closely at the edge of the water. The may want to walk instead of running so you can have a better view of the water. You should find the brown fish swimming by the edge. Approach it to pick it up. Head to Tatroi next.



+ Roak: Tatroi +

Back in Tatroi, use your Wind Ring to open the Ivy-protected chest near the coliseum. Head to the docks next.

From there, enter the Queen of Inventor's House again to run a couple of errands.

Quest: The Fourth Errand

For this request, you need to deliver 20 units of Intensified Gunpowder. If you have the Li'l Vending Machine LV2 set up on your ship, then you should have easy access to Irons, one of the main components of the item. The next ingredient is Thunder Gems. These can be mined from mining points in Tatroi or Astral Desert. Alternatively, you can also fight Lightning Corpses in En II's Road to Sanctuary.

Reward: 1200 EXP, 34 PSP, Silent Talisman

Quest: The Fifth Errand

After delivering the Intensified Gunpowders, you must bring her 12 Giant Bird Feathers. These can be collected from the Axe Beaks in Northeast Astralian Continent or the Early Psynards in En II's Sanctuary. Completing this quest will reward you with Recipe Memo for creating a powerful sword for Edge.

Reward: 2400 EXP, 36 PSP, Recipe Memo 01

Once done, head to Astral City and go to the castle. Sarah's Funeral Event (albeit a funny one) can be triggered here.

+ Roak: Astral Castle – Northeast Astralian Continent +

Talk to the King to start Sarah's Funeral Event. This is quite light-hearted compared to the other ones. Sarah's closing PA will only trigger if you have viewed her threadmill scene (which you should have many chances already). Go to the Calnus' landing area in the Northeast Astralian Continent and this PA will take effect immediately.

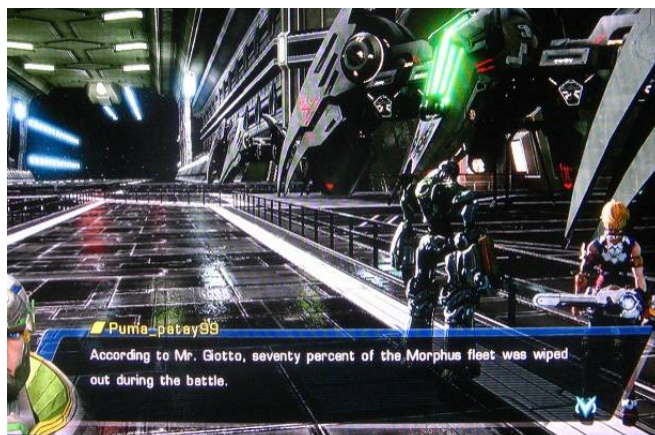


That's all there is to Roak, sidequest-wise. You can try your luck in the Coliseum but I am pretty sure you won't still be able to clear it. Your last destination before exploring Nox Obscurus will be no other than En II.

+ En II – Centropolis/ Docks+

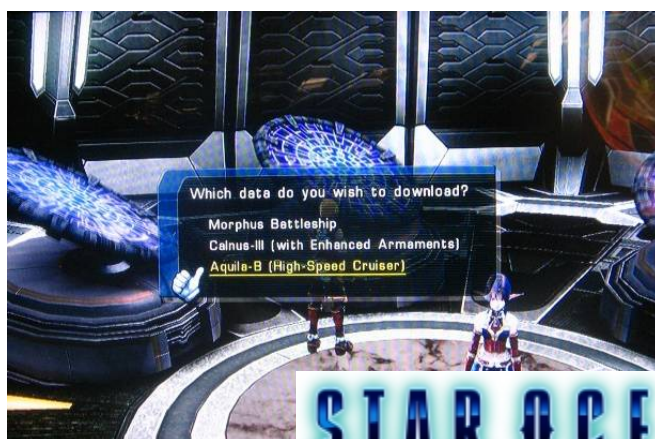
Myuria's Funeral Event can be triggered by examining the tombstone under the tree in the cemetery where you found the Wind Ring. If you are saving up your Funereal Bouquets, consider doing this event since there aren't that many chances to increase your affinity with Myuria.

Bacchus' funeral event takes place in the docks. It will be most likely that you won't benefit that much from the affinity boost of this event since you should have a high affinity with Bacchus at this point of the game. If you still want to see this event, approach the nearest Morphus fighter ship for a quick scene.



Next, head to Monitoring Room B and examine the spinning data discs to obtain last few entries to your Ship Collection. You should get: Zamzagiel, Dominion, Calnus-III, Aquila-B, Phantom Craft (SRF Style) and USTA Warship. If you are following this guide then you should only be missing one entry and that will be available here; however you need to finish the game once at least.

Now, complete all your businesses here. Fill out orders, gather materials and craft new items. You will need as many recovery items as possible in the next area.



STAR OCEAN.
THE LAST HOPE.

+ Nox Obscurus: Ravine of Extinction +

Enemies:	Mining items:	Harvest items:
Little Phantom	Coal	Basil
Soul Reaper	Darkness Gem	Bigberries
Phantom Lizard	Disintegration Stone	Fresh Sage
Dark Soldier	Green Beryl	Ginseng
Dark Panzer	Mercury	Insect Egg
Phantom Beetle	Mithril	Red Herb
Phantom Chimera	Ruby	Ripe Berries
	Runic Metal	Thornberries

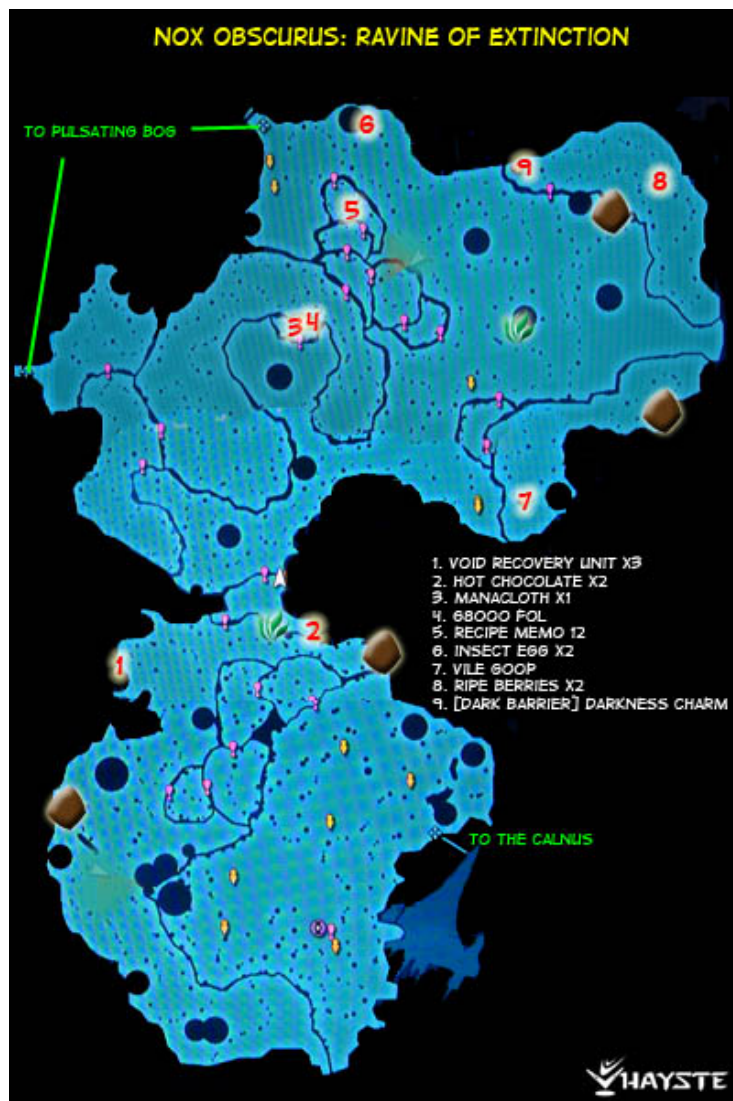
Pickpocket List: Nox Obscurus - Ravine of Extinction

Trembling Girl	Magic Seeds
Louvre, Healing Symbol Master	Healing Paint
Vigorous Warrior	Dragonblood Crystal
Morale Boosting Warrior	Ripe Berries
Self Suggesting Warrior	Hyper Potion
Extremely Prudent Woman	Support Card

Prepare for some really hard battles ahead. The common enemies in the area are very aggressive and they can easily detect you from a great distance, making it almost impossible to get a preemptive strike against them. You may want to try out a few battles in the lowlands near the Calnus. If you are struggling, it might be a good idea to train before going further.

You need to jump off from the jumping points scattered in the map. To reach the elevated places, you need to look for grotesque bubbles forming from the swamps and ride them. You need to manually burst out and jump off of the bubble. Do it too early or too late and you'll end up falling back to the ground.

Also avoid the black jetstreams from the ground as they can damage and poison your party. The Ravine holds a good number of mining points where you can mine some really good metals and materials. Head to the next area when ready.



+ Nox Obscurus: Pulsating Bog+

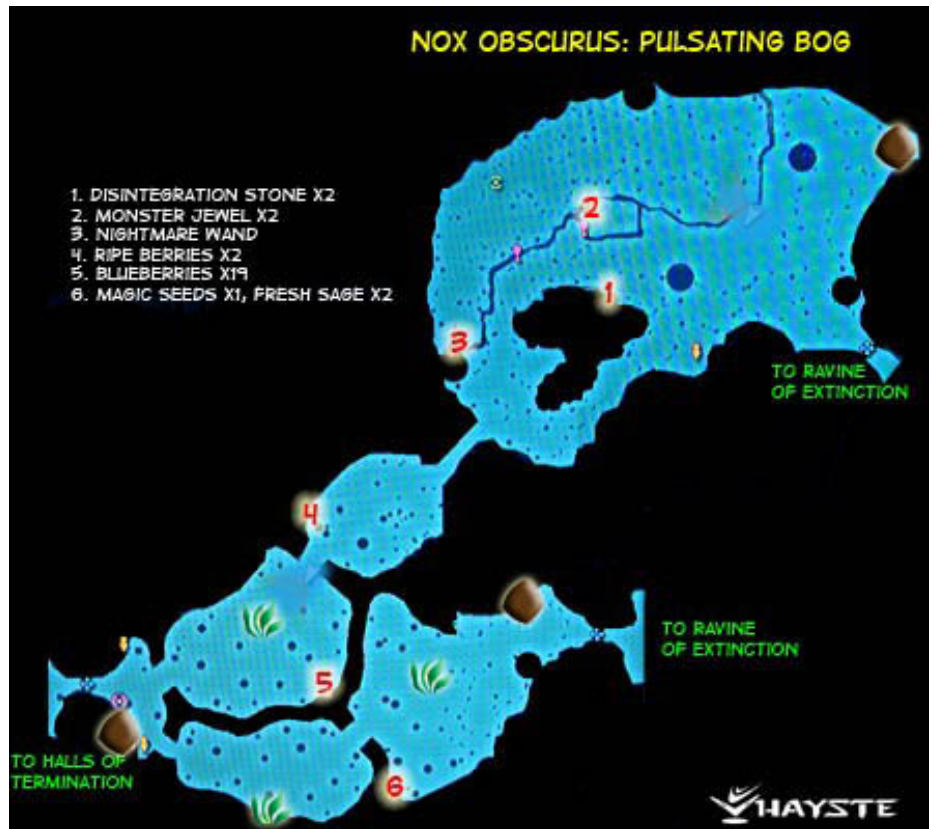
Enemies: Phantom Chimera, Little Phantom, Phantom Lizard, Dark Material, Soul Reaper, Chaotic Leader

Mining items:	Harvest items:
Coal	Ash
Crystal Skull	Basil
Darkness Gem	Bigberries
Disintegration	Blackberries
Stone	Fresh Sage
Mercury	Poison Hemlock
Mithril	Thornberries
Runic Metal	
Star Ruby	

The items that can be harvested and mined in this area is a bit different from the previous area. A couple of new enemies will be available here as well. The most important item in this area is Lymle's Nightmare Wand. You may gather all you can here then return to the Calnus to synthesize that wand and to replenish the harvesting/mining points. There is a recovery point in the elevated area just before you acquire the Nightmare Wand so make sure to use that.

To the southwest is a savepoint and two dying Morphus. The first one, Orwen ,

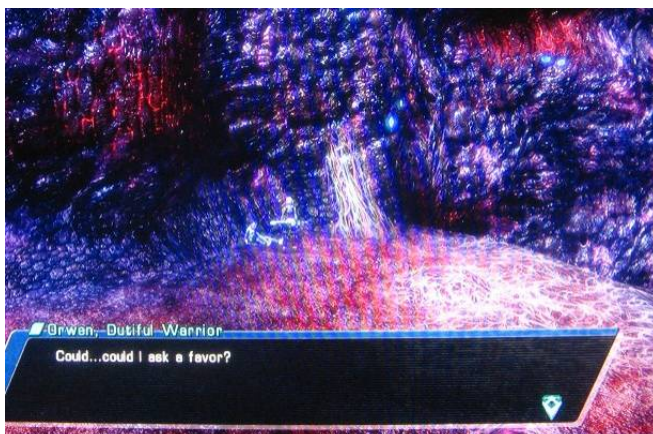
will give you the last sidequest in the game while the other, Lenore, will recharge one of your rings for the last time. If you opt not to kill her, you can simply recharge your ring by using Lymle's Charge skill. You need the Earth Ring the most.



Quest: The Last Letter

If you want to complete this quest while you're at it, make sure to gather all points available. Talk to the dying Orwen to start this quest. Return to En II and talk to Giotto. Return to the same exact location where you found Orwen to discover Jessica's body as well. Examine her corpse to deliver the letter and to complete the quest.

Reward: 3000 EXP, 50 PSP



+ Nox Obscurus: Halls of Termination+

Enemies: Chaotic Leader, Dark Material, Dark Raptor, Dark Bot "Striker", Phantom Dragon Newt, Phantom Dragoon

Harvest items: Ash, Basil, Bigberries, Blackberries, Cane, Health Seeds, Basil, Blackberries, Ripe Berries, Thornberries

Mining items: Crystal Skull, Darkness Gem, Disintegration Stone, Mithril, Runic Metal, Shadestone, Star Ruby, Star Sapphire

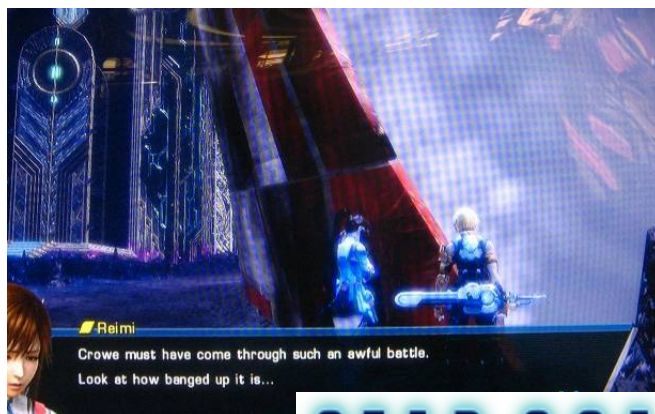
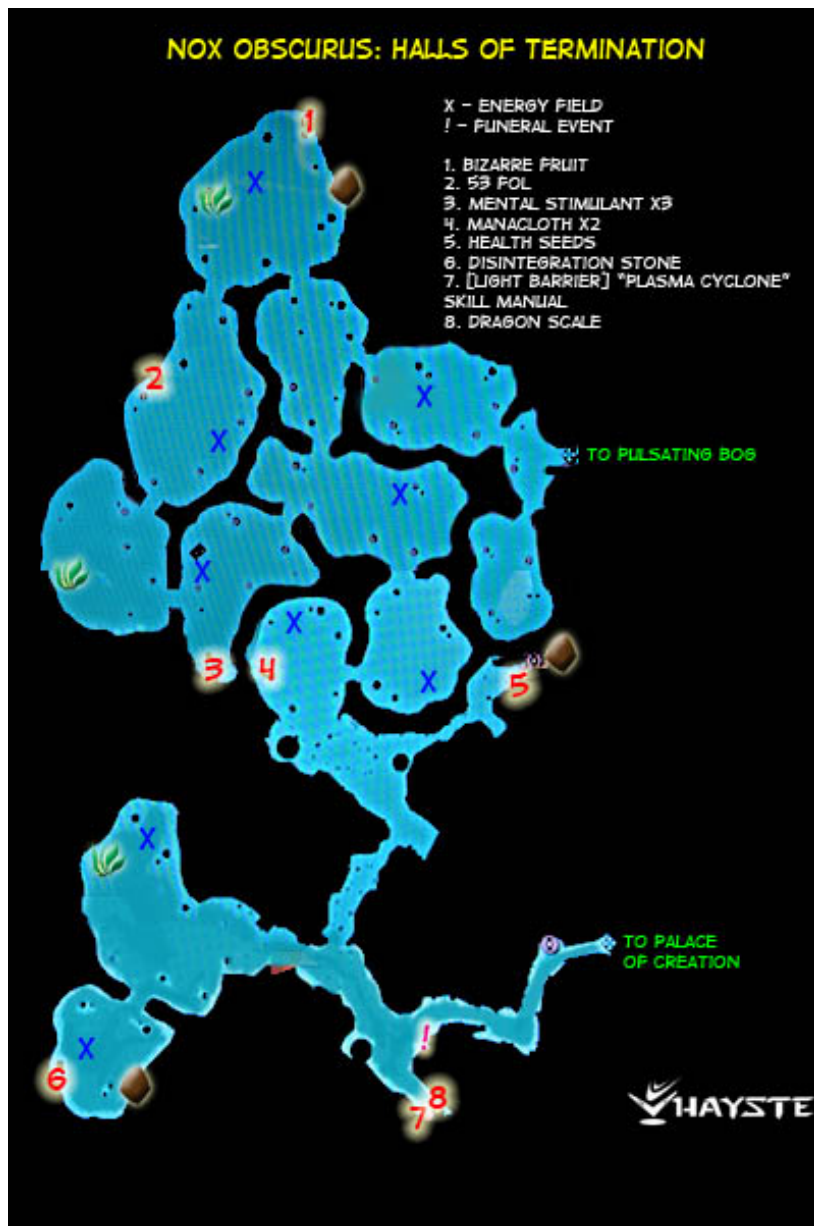
Though this area only has three mining points, you may have a chance to mine the very rare Star Sapphire gem that is a material for high level equipment. If you are after valuable and rare materials, consider fighting Phantom Dragon Newts and Dragoons for a chance to obtain **Red Dragon Scales** and **Symbol Boosters**.



You will immediately notice the diamond-shaped crystals emitting some sort of energy field. Fighting enemies inside the field will put you in a

disadvantage; your special attacks, symbols and skills will be sealed. Try to lure the enemies away from the field or stand near the edge to let them engage you outside the field. You can also rush in and destroy the crystals with your Earth Ring, though it may prove difficult with all the enemies surrounding the vicinity.

As you make your way south, some scenes will take place. This is also the part of the area where the final funeral scene will take place. This is a special funeral event that will directly affect the game's ending so if you're after it, you should bring a Funereal Bouquet with you. Examine the remains of the Aquila to trigger this event. If you're ready to proceed, save in the savepoint near the Palace of Creation's entrance and proceed inside.



STAR OCEAN.
THE LAST HOPE.

+ Nox Obscurus: Palace of Creation 1F +

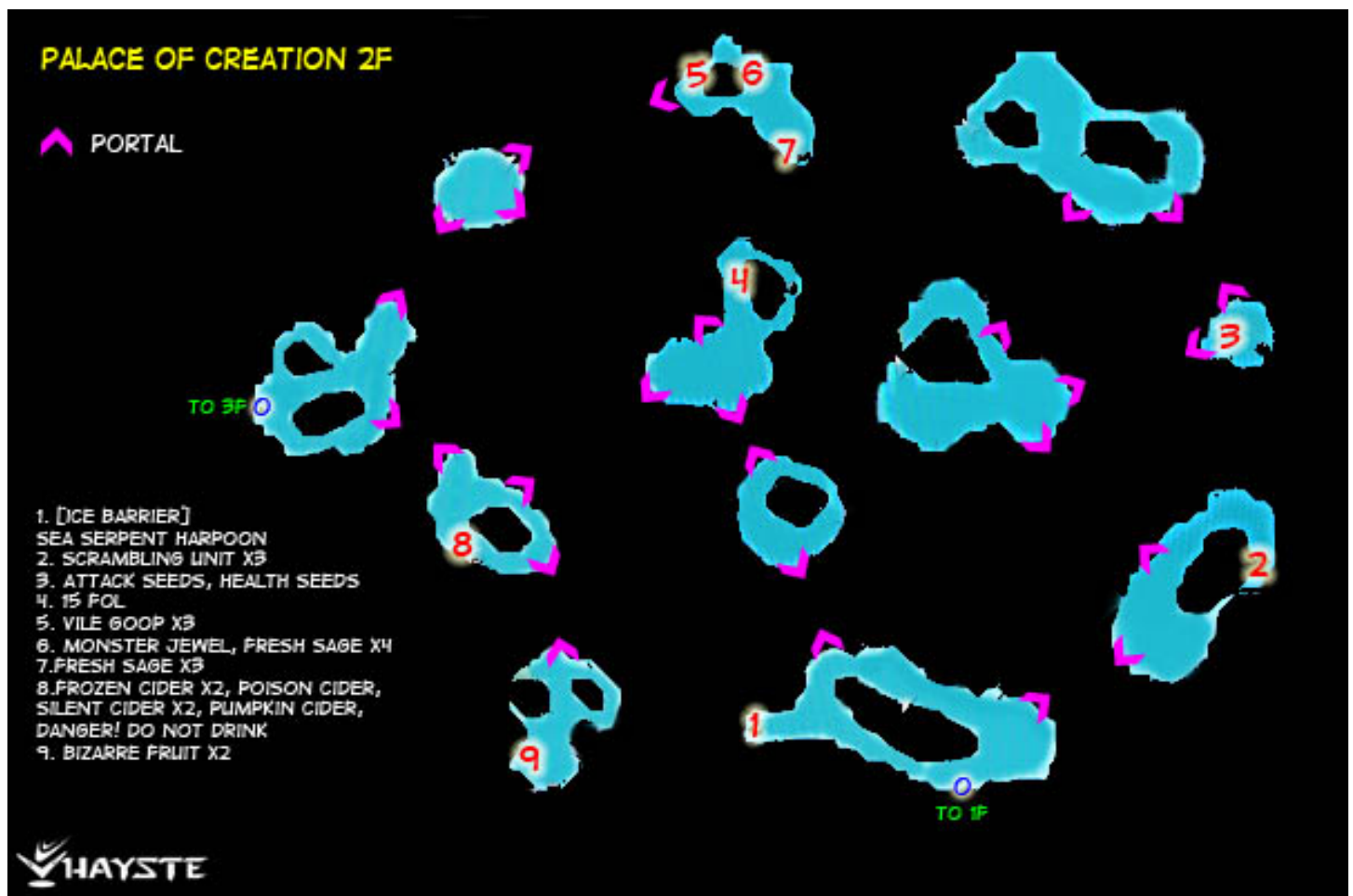
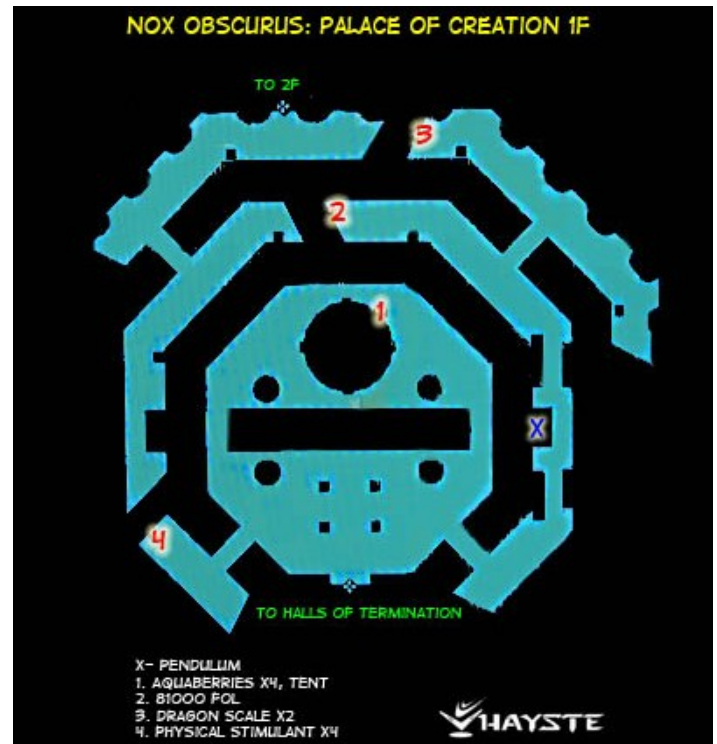
Enemies: Chaotic Leader, Chaotic Cell, Dark Ape, Dark Bishop, Dark Clown, Dark Raptor, Forsaken Beast, Lava Golem, Necromancer, Phantom Dragon Newt, Phantom Lizard

During your first time inside the Palace of Creation, everything will be black and white, as if the time itself stood still. You can immediately grab the first three chests then ride the pendulum (marked as X) in the middle right side of the map. You can ride back the pendulum and backtrack to reach the fourth chest. The enemies here will be quite hard to see since their color blends in their surroundings.

Make your way to the upper left exit to reach the next area.

+ Nox Obscurus: Palace of Creation 2F +

Welcome to the first of the two asteroid fields in this dungeon. You need to pass through the warp portals to reach the intended destination. Prepare yourself for some ambushes along the way since there's always a chance that you'll engage an enemy that happened to be standing by as you exit.

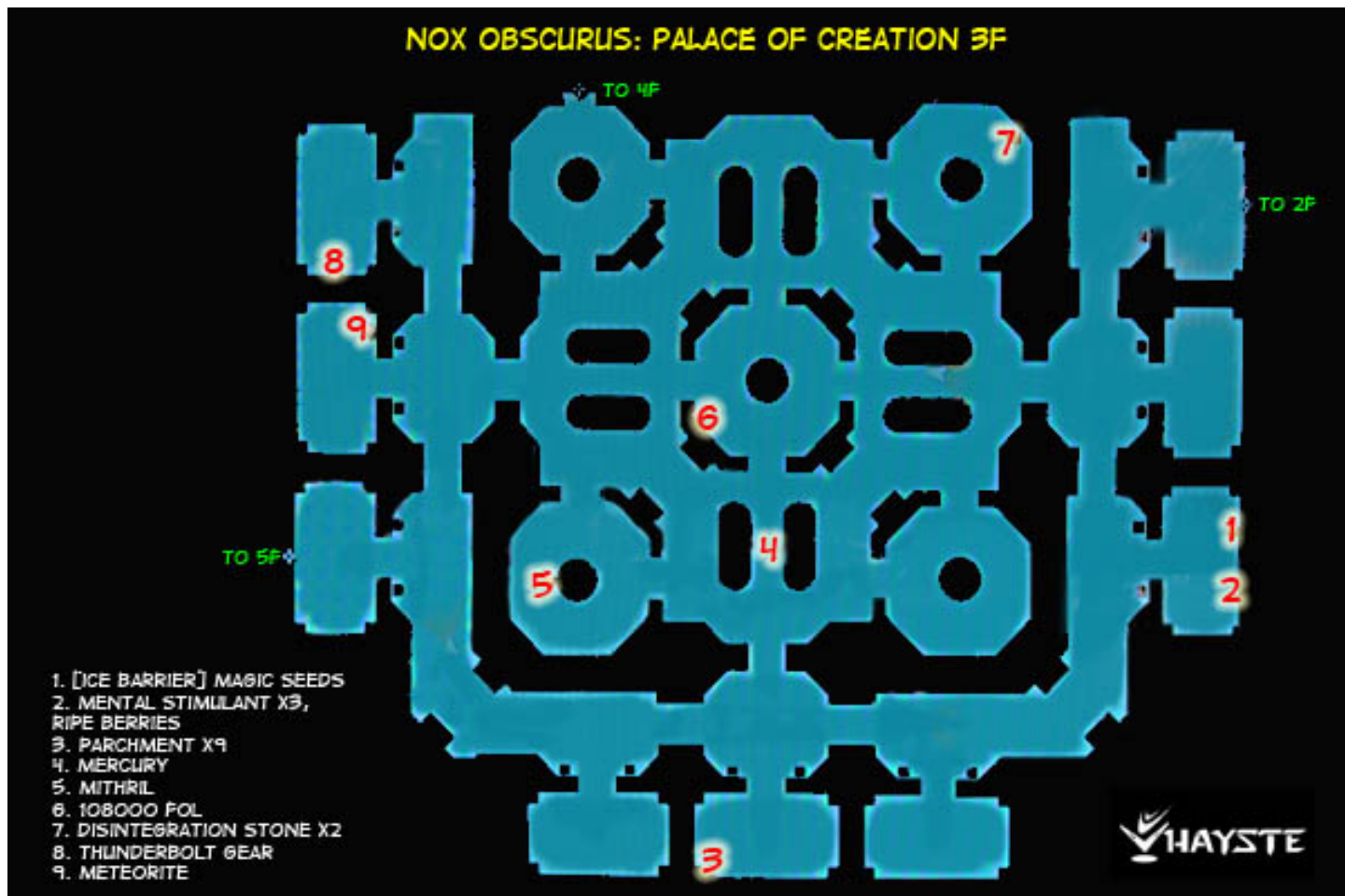


As you refer to the map above, the arrows indicate the direction of the portals. This area is pretty small though conflicts can't be avoided sometimes. Collect all the loot and make your way to the next area.



+ Nox Obscurus: Palace of Creation 3F +

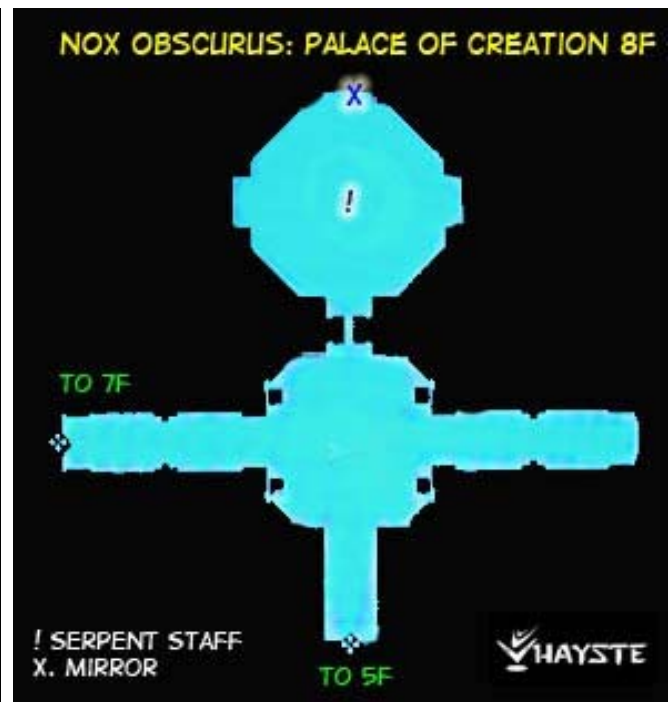
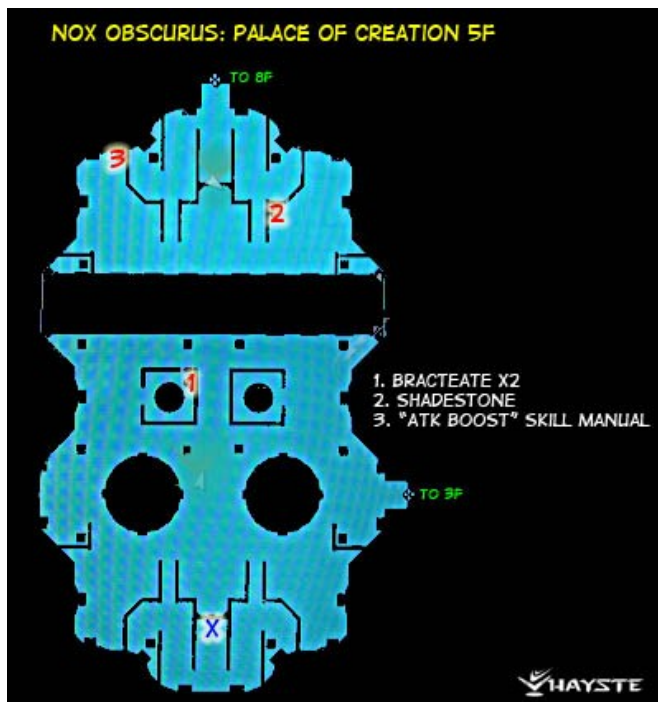
This next area is pretty straightforward; no puzzles or tricks. Just collect the loot and head to **5F**. Yes, 5F. You need to do something there that will make your job easier later on.



+ Nox Obscurus: Palace of Creation 5F +

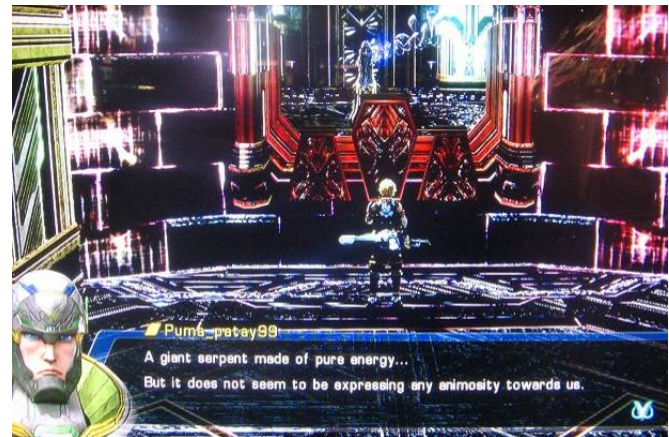
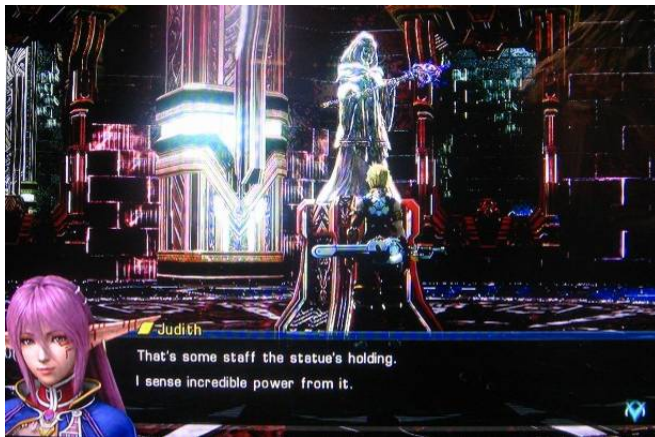


Time is still in this area. Just like before, you need to find the pendulum and find a way to get it working again. You can't get the items north because there are monsters blocking the path. Grab the first chest and make your way south. Use your Fire Ring to melt the ice that's covering the pendulum to get everything working again. Ride the pendulum to the other side and grab the two items. Continue up north to reach 8F. Don't worry; you are not straying too far. This is quite necessary to fully complete this dungeon.



+ Nox Obscurus: Palace of Creation 8F +

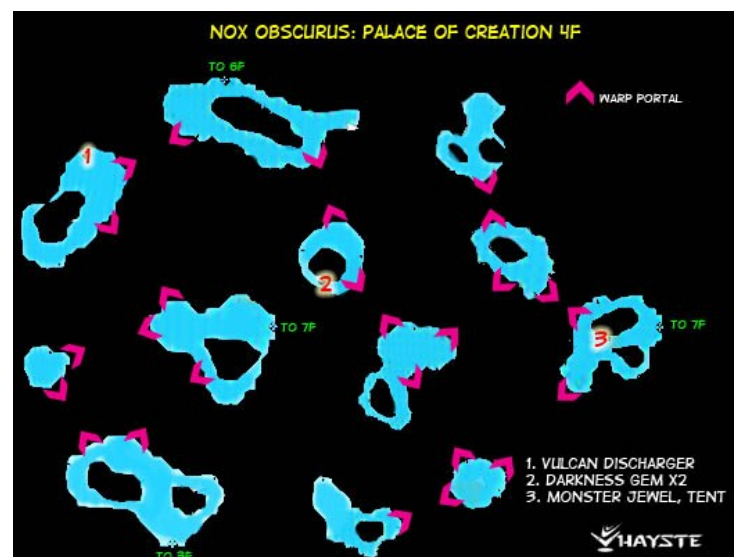
Carefully choose the character who you'll be teaching ATK Boost to. This character will play a great role in the offensive nature of your team. The best choices will be Arumat, Edge or Bacchus. Partner it will Critical Hit and you'll be dealing five digit damages in no time.



Defeat the Forsaken Beast in this floor then continue north to find a statue. Examine it, then go further north and examine the mirror. Go back to the statue and examine it again to receive the key item, **Serpent Staff**. You must backtrack to 3F and enter 4F but you need to go to 7F first. Time is frozen here but you can only grab the contents of the chest. If you attempt to go upstairs, the stairs will crumble, prohibiting access to the upper levels. Return to 8F and continue working your way back to 3F then to the second asteroid field of 4F.

+ Nox Obscurus: Palace of Creation 4F +

There are two entrances here leading to 7F. Enter the first entrance just north your starting position and grab the two items inside 7F. Just like before, the stairs will crumble if you attempt to go upstairs. You have nothing to do here but to grab the last two chests inside.



Exit back to 4F, grab Bacchus' new weapon to the NW, then take the exit to reach the enclosed area of 6F.

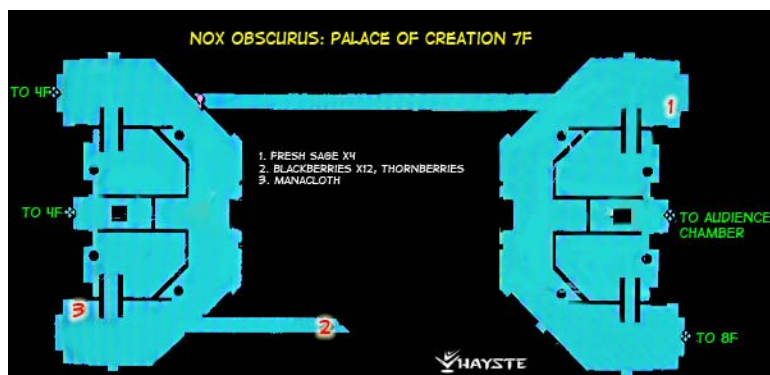
+ Nox Obscurus: Palace of Creation 6F +

Treat this area as a large treasure room. There are no other exits and no puzzles to solve. There is however, a recovery point that you'll really need to use, especially if you're already struggling on your way here. Grab all the loot inside (except for the ones protected by barriers) then return to 4F.

Back in 4F, make your way to the easternmost exit, while grabbing chests #2 and 3.



+ Nox Obscurus: Palace of Creation 7F +

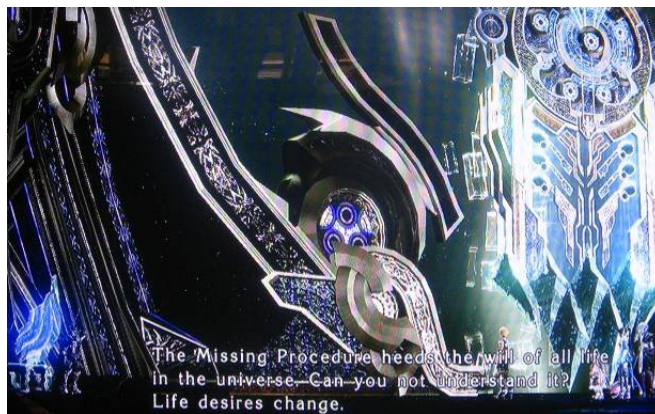


As soon as you enter 7F, the Serpent Staff in your possession will break the chains holding the pendulum, bringing everything back to life. Don't bother taking the stairs again since it will crumble and you'll need to find your way back again. Ride the pendulum to the other side and reach the next area.

+ Nox Obscurus: Palace of Creation 9F +

This is the last savepoint in the game and the door beyond leads to the last battles. Make sure everybody is prepared and you have maxed any skills and special attacks you need. You won't be able to access the two rooms at the moment so don't worry about it for the meantime. Take the door north to start the final battles. Good luck.

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APOSTLE OF CREATION

HP: ?????	EXP: 63,052
RST: Dark	FOL: 7984
WK: Light	RACE: Other
Drops: - - - - -	

Sarah or another symbol user with Faerie Star spell should be in this battle. Feeding your party with stat-boosting dishes prior to this battle will surely prove useful. Fighting this boss at around LV 85+ poses no great threat so it is safe to say that the recommended level at least, should be 77 to 80. Since you won't be using blindsides that often in this battle, you may want to have your fighters set their BEAT to N (Neutral). Leave your symbologists' BEAT system to Burst; they will really need this to prevent being knocked down and ignore most damage while casting. You must turn off Sarah's offensive spells and make her buffing spells available.

The recommended party for this battle should consist of a fighter, probably Arumat with No Guard/ Critical Strike or No Guard/Auto Healing and Edge with similar skill sets, a medium/long range attacker like Reimi with Critical Strike/ ATK Boost and/or Bacchus. For your symbologists, of course, you'll need Sarah. Myuria is a good choice for offensive spells, not to mention that she has a revival symbol as well, in case Sarah has her hands full and you need to revive somebody. Otherwise, if your party's level is pretty high at this point, bring out your best, personal party and begin slaughtering the boss.



Everybody in this battle, especially your fighters should have Chain Combos maxed out. If you have experimented with the various special attacks for characters, then you should have your own personal choice of Chain Combos. For example, my Reimi has Crescent Wings-Hunter's Moon-Crimson Squall combinations. This combo helps me damage the boss at a safe distance, while quickly charging my Rush Gauge. Another variation of this combo is Hunter's Moon-Crimson Squall-Hunter's Moon loop. Each character has their own effective chain combos so at this point of the game, make sure to execute those for additional damage and preventing the boss from acting that much.

The Apostle of Creation's attacks are really damaging and can eliminate your characters if you're not careful. Use recovery symbols and items in between to get the most out of your available turn; control your healer if necessary. The boss will say something before performing an attack, most of the time. Though everything seems to be happening so fast, you may not notice this immediately. If you are fighting defensively, it might be a good idea to dash out of danger when you here him saying something or when he stops moving briefly and starts charging up. Like your previous boss battles, keep your party healthy and you should be able to outlast this boss.



Of course, you don't expect the final battle in the game to end in a single round, right? Your party will be taken in an unknown void, without any access to a map. The previous bosses you have fought are waiting for you here; you can avoid fighting them if you want but I suggest do so to at least increase your monster data with them. Though much powerful than before, don't forget to use the same tactics you have executed to defeat them. Follow the light; make sure your party's fully healed (use a tent if you haven't done so yet) and feed them with any stat-boosting food you may have in your inventory. Don't bother increasing your EXP and FOL drops since the last boss won't give you any. When ready, approach the white light for more scenes, and finally, the last battle.

SATANAIL

HP: ?????	EXP: 0
RST: Dark	FOL: 0.
WK: Light	RACE: Other
Drops: - - - - -	

This boss will start with four orbs encircling it and providing complete protection. You must destroy all the orbs in order to deal full damage to Satanail so make sure your fighters' tactics are set to "gang up on foe with full force". It may be hard to target the orbs; however, since you don't have to worry about your bonus boards in this battle, you may control your fighter and manually target the orbs. You can also use wide-range attacks, like Arumat's special arts or Reimi's Hunter's Moon.



Your frontliners should have skills that can improve their defenses and survival skills. No Guard and Auto-Healing will prove useful in this battle, as well as Fury Boost. Remember that you can replace incapacitated characters with somebody from your reserves. If you ever find yourself in a pinch, take control of Sarah and take care of the healing. This is the most effective way of managing everybody's HP and buffing them as well.

This boss has a lot of HP so expect this battle to take a while, especially if your party doesn't deal that much damage. Once the shields are down, Satanail gets damaged normally so make sure to go on all-out. Use individual buffing skills like Berserk, Focus and Mindflare whenever you have the chance. Try to use Rush Combos whenever possible since those are the only chances you'll have to defeat the boss at the soonest time possible.



After the battle, watch the ending scenes. If you are following this guide up to this point, then you should have triggered the necessary events to view all the endings in one playthrough. Each ending is worth 10G each so if you're after the full score for the game, then this is one chance that you don't want to miss.

Congratulations for finishing the game~!



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After viewing the credits, you will be asked to save your cleared data in your gamer profile. Do so and you'll be able to load your last gamesave from the Palace of Creation – Audience Chamber. Both rooms are now available, the eastern room has a one-way transporter that will bring you back to the Calnus. The other room has the first optional boss in the game, and is necessary to unlock the secret dungeon in the game – that is, if you still want more.

UNDYING DRAGON

HP: 1896572	EXP: 41365
RST: Fire	FOL: 31189
WK: Water	RACE: Demon
Drops: Darkness Ring	

This dragon is the first optional, post-game boss you'll need to face. This battle is a pushover compared to what you endured in the hands of the Apostle of Creation and Satanail. The good news, is that this boss is susceptible to juggling/air-combo attacks so make sure to exploit that to your advantage. Don't be dissuaded by the million-worth of HP; this battle won't last that long.



Once you obtained your reward, you may track down all the accessible light-protected chests across the planets. Since opening all chests has a corresponding achievement, you may want to track down and destroy the light barrier enclosing one of the chests in Palace of Creation's 6F. You may refer to the list below to unlock all chests and obtain very powerful special arts and equipment.

Plasma Cyclone, Myuria	Located at the end of the Halls of Termination, in the split before the Aquila's remains
Godslayer, Bacchus	Located in the middle north of the Old Road to the Sanctuary Area
Dragon Roar, Arumat	Located in the B4 East of Miga Insect Warren
Trinity Blaze, Lymle	Outside of Alastaire Citadel's Balcony, near the jump point
Savage Sparrows, Reimi	Bottom floor of the Purgatorium, boss area
Burning Claws, Meracle	B3, Astral Caves. Travel from Tatroi entrance

For Sarah, Edge and Meracle's final special arts, they'll be discussed in the next section.

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Cave of the Seven Stars

This secret dungeon is just ONE of the most unforgiving place you'll ever visit in the game. The enemies here will put those in Nox Obscurus into utter shame. Fortunately, each floor has a transportation symbol that you can use to return to the entrance. There are no savepoints inside so if you want to save, you'll need to return to the entrance and use the savepoint in the Coliseum. Yes, the door to this dungeon is located inside the Coliseum. The bad thing about that is that you'll need to change discs every time you need to return to the Calnus to create items.



To access the lower floors in this dungeon, you'll need to find Stone Fragments scattered in the current floor. Most of the Stone Fragments are guarded by bosses though on certain floors, you can freely collect these fragments from chests. Collected Stone Fragments can be installed on the unpowered glyphs surrounding the elevator's control pedestal.

If you leave the dungeon, all movable obstacles will be reset into their original places, as well as the enemies. You will always start with B1 and you need to use the elevator to reach the previous floor you're in. For cautious players, saving your game before facing any boss is recommended.

To access the Coliseum, you'll need the **Darkness Ring** that can be acquired by defeating the Undying Dragon in the western room of the Palace of Creation's Audience Chamber. Head to the Coliseum in Roak and go to the left. You should find a sealed door. Use your Darkness Ring to break the seal, make sure you have the best gear and your party's fully healed, enter the door and use the green transporter symbol.

+ CAVE OF THE SEVEN STARS B1 +

Enemies: Gust Hornet, Winged Nightmare, Crater Peryton, Guiafairo, Bone Knight, Treant, Leonblade

The enemies that you'll want to avoid here are the Gust Hornets since they can easily massacre an unsuspecting party and break your hard-earned bonus boards. You may want to increase your levels quickly in the upper floors so you can be ready for anything that is lurking in the lower floors.

This area is rather small and you can easily grab all the treasures, save the stone fragment that is guarded by a boss. You can't do anything with the stars (purple exclamation points) in each floors for the meantime so you can ignore them for now. If you've been struggling with the battles against the common enemies here, I suggest training your party and gain a few levels. Exit the area and sleep in the inn, save your game and make your way to the boss' room.



TEMPLE GUARDIAN

HP: 958949	EXP: 110000
RST: Water	FOL: 3270
WK: Thunder	RACE: Mech
Drops: Basil, Recovery Unit, Poison Recovery Unit	

This is the more powerful version of the Cave Guardian you fought back in the Astral Caves, if you accepted the sidequest to clear out the source of tremors. This boss' attacks are wide-ranged and quite damaging so you may need to bring out a single fighter, and use long-range attackers and symbologists. There isn't anything special about this battle; just treat this as a generic boss battle; heal up, attack, use Rush Combos and Chain Combos. Since you have most of your party's high-levelled symbols and special attacks, then you should be able to deal with this boss without too much problems. Just remember to bring a healer to keep everybody healthy.



+ CAVE OF THE SEVEN STARS B2 +

B2 houses more valuable loot compared to the previous floor. You can find the elusive Moonstone here (they will be rare drops from a monster in a much harder secret dungeon after this) but don't get excited and return to the Calnus to use it for IC. A little later in this dungeon, you will find Arumat's **duplication** skill, which will give you a chance to make multiple copies of the Moonstone and a majority of rare items that you'll have problems getting anyway. Keep it for now and continue looting the chests and finding your way to the boss area.

Make your way to the western room and make sure your party's fully healed. Enter the room for the next boss battle.

BLUE EAGLE RANGER

HP: 916237	EXP: 40000
RST: Water	FOL: 3364
WK: Fire	RACE: Humanoid
Drops: Ice Gem	

RED EAGLE RANGER

HP: 763531	EXP: 40000
RST: Fire	FOL: 3364
WK: Water	RACE: Humanoid
Drops: Fire Gem	



WHITE EAGLE RANGER

HP: 839884	EXP: 40000
RST: Light	FOL: 3364
WK: Dark	RACE: Humanoid
Drops: Light Gem	

BLACK EAGLE RANGER

HP: 839884	EXP: 40000
RST: Dark	FOL: 3364
WK: :Light	RACE: Humanoid
Drops: Tri-Emblum	

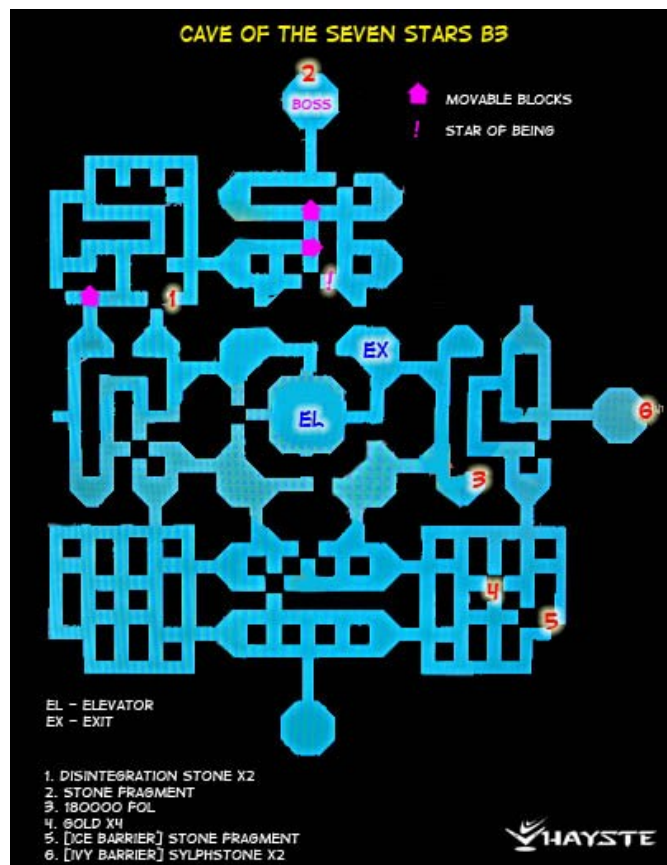
You need to face 4 enemies in this room, each has a considerable amount of HP. The White Eagle Ranger provides DEF boost to the entire ranger team while the Red Ranger boosts their ATK so make them your priority targets. You need to bring out three fighters and a healer here since the rangers tend to gang up on whoever they targeted. It is not a good idea to spread out your team and deal with the bosses individually. Set one of your fighters to “gang up on foes will full force” so he/she will attack the same enemy you’ve targeted. You can also use wide-range special attacks like Bacchus’ Black Hole or Arumat’s special attacks to hit multiple enemies at once, while building your rush gauge faster.



Use Rush Combos whenever you can; this battle may take a while, especially if you continuously switch targets. Hopefully, your characters should be able to withstand the enemy onslaught as you wither their ranks. Save the Blue Ranger last since he has an innate 15% resistance against physical damage and he has the most HP in the group. If you are struggling keeping everybody alive, take control of your healer, use Hide if you have it then take control of the healing and buffing, alongside with items. As much as possible, don't bother with offensive spells if your fighters are getting pummeled by the bald rangers.

+ CAVE OF THE SEVEN STARS B3 +

This part of the dungeon will introduce you to movable blocks. However, you need to examine the lighted side of the block in order to move it from its position, which will force you to go around the maze to reach the correct position.



STAR OCEAN.
THE LAST HOPE.

There isn't any notable loot here except the 180000 fol which may not mean that much to this point of the game. You may face the boss immediately or gather the southeastern chests first. No matter how you decide to complete this area, you'll need to defeat the boss to reach the last Stone Fragment.

SAHARIEL SHTAYIM

HP: ??????	EXP: 160000
RST: Fire, Wind	FOL: 41400
WK: Water, Thunder	RACE: Other
Drops: Basil, - - -	

This is obviously the stronger version of the Sahariel that you fought before. Even with buffed stats and some new attacks, you can still use the same tactics to defeat it. It's weakpoint is the crystal in its chest, which it occasionally reveals whenever it is using its special attacks. You may want to control your main attacker and bring out your mid/long range fighters to assist you. If you want to play it defensively, you can bring Sarah/ Lymle or Sarah/ Myuria to take care of the healing and buffing your characters. Stay near the boss and wait until it exposes its crystal. Once it does, go all out and perform chain combos. Do not use Rush Combos since it won't be exposing its weak spot during the sequence. Remember that this "window" of opportunity will only last for a couple of seconds so you need to execute your longest chain of special attacks to deal massive damage. To ensure that everybody's healthy, turn off Sarah's offensive and other buffing symbols except Angel Feather. Make sure to control any of your healers in case the boss targets them. A quick blindside should be enough to divert its attention to others.



+ CAVE OF THE SEVEN STARS B4 +

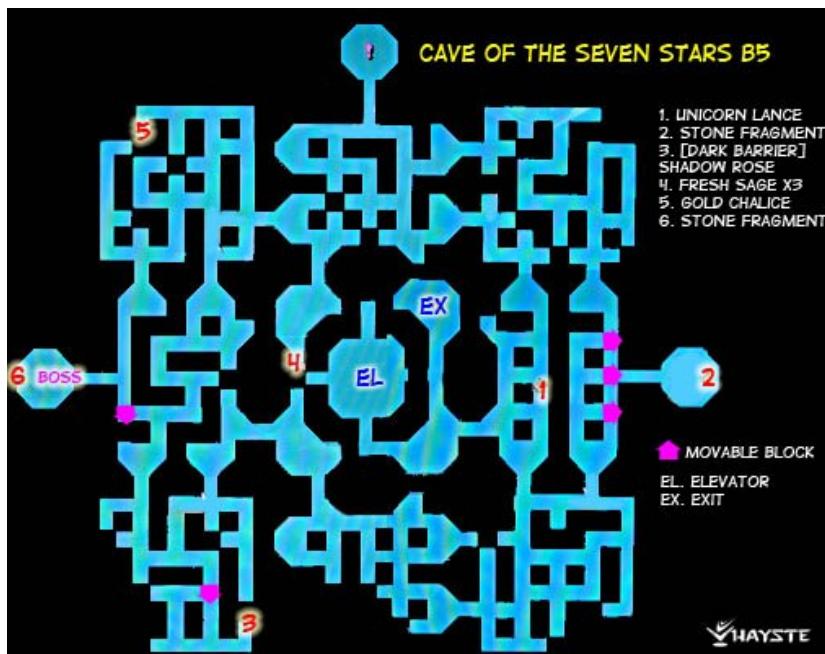
Enemies: Treant, Leonblade, Guiafairo, Queen Mandragora, Flying Ice, Sydonaist Delta

B4 is devoid of any bosses so you can hunt the Stone Fragments freely here. There will be two elevators here since you'll need to activate the second elevator to reach the lower floors. You can find Sarah's final symbol here, Sunflare. There are new enemies here as well. Collect all the Stone Fragments and activate the elevator when ready.



+ CAVE OF THE SEVEN STARS B5 +

B5 will require you to encircle around the area before you can reach the last fragment in the western room. First you need to go east from the elevator, clear all the blocks and grab Sarah's Unicorn Lance. You need to head north next, and find your way in the winding paths to reach the eastern room, then continue clockwise to reach the west room. Prepare your best party since you'll be facing multiple enemies again.



SHADOW REIMI*

HP: 299388	EXP: 70000
RST: -----	FOL: 3530
WK: -----	RACE: Other
Drops: -----	

SHADOW SARAH*

HP: 299388	EXP: 70000
RST: -----	FOL: 3530
WK: -----	RACE: Other
Drops: -----	

SHADOW ARUMAT*

HP: 411658	EXP: 70000
RST: -----	FOL: 3530
WK: -----	RACE: Other
Drops: -----	

*Boss names will be same as the custom names you've given Sarah, Reimi and Arumat.

I recommend bringing three fighters in this battle and a healer/symbologist. The real problem here is Shadow Sarah since she can cast symbols instantly so make her your priority target. You may want to activate your fighters' No Guard skill to make sure their combos won't be interrupted by Shadow Reimi's numerous projectiles. Dealing with Shadow Arumat can be a problem since he is as aggressive as ever. Just gang up on Shadow Sarah using chain combos and finally, getting perfect combos from Rush Combos. Next target is Shadow Reimi. Her HP is just the same as Shadow Sarah's so you shouldn't have problems defeating her. Finally, Shadow Arumat. His attacks are slow so it is possible to interrupt his aggression by using fast hitting characters like Edge and Meracle.

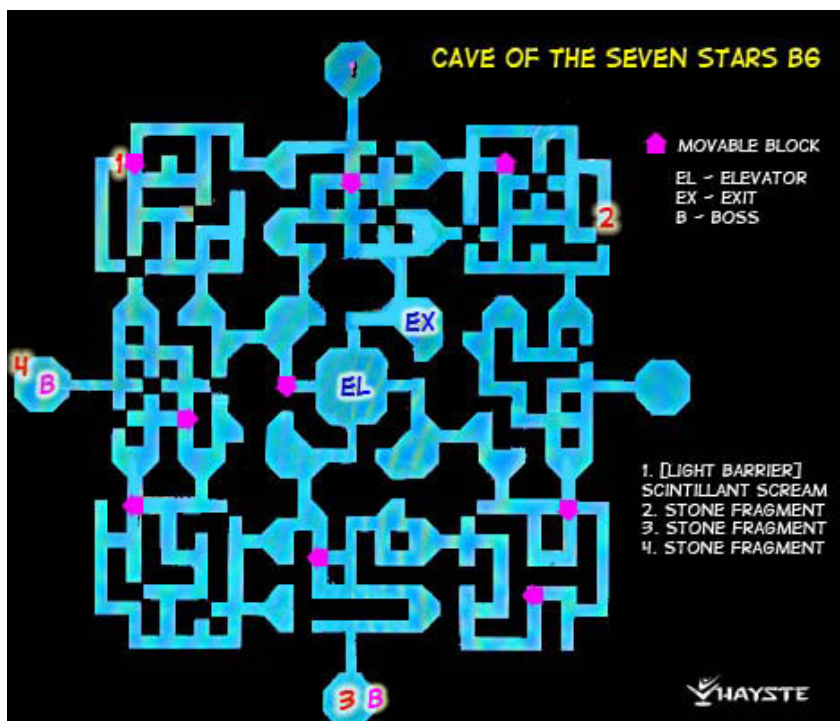


+ CAVE OF THE SEVEN STARS B6 +

Enemies: Sydonaist Gamma, Sydonaist Delta, Metal Scumbag, Hades Crab, Spriggan, Moonlight Lady, Spirit Archbishop

This floor will introduce you to some of the most unforgiving and deadliest foes available in this dungeon. Metal Scumbags are the most annoying, since they can steal 100,000 fol per grab, then escape the battlefield as soon as possible. Remember that sometimes, they won't just steal from you once; it is possible for them to steal as many times as they like. You may want to equip the Scumbag Slayer you can get during the main story or create one. Be very aggressive when dealing with these thieves since your ordinary attacks won't deal that much damage to them, simply because they're made of metal.

Another enemy you should look out for will be the Moonlight Lady, a far more powerful version of the Purgatorium's Succubus. These demons' presence alone will increase their allies' physical defense by 300%. Not only that, normal battles with them always include at least two Moonlight Ladies. This is where critical strikes and attack boosting skills play a major role.



This is an entirely uninteresting floor, with only one notable loot: Edge's **Scintillant Scream**. Two of the three stone fragments in this floor are protected by bosses. Head to the western side of the map and enter the west room to battle the two guardians of the chest.

CUSTOM NEWT

HP: 1128848	EXP: 115000
RST: -----	FOL: 3739
WK: -----	RACE: Demon
Drops: -----	

CUSTOM DRAGON

HP: 1015963	EXP: 115000
RST: -----	FOL: 3739
WK: -----	RACE: Mech
Drops: -----	

The Custom Newt is a very powerful melee fighter but is very susceptible to Blindsides so make sure to use that often, instead of trading blows with it. If your fighter is set to BEAT: S, then you can connect your chain combos then finally, your rush combos. To further enhance your damage, you may want to use Berserk on your fighter before executing the blindside. You can fight this battle with three fighters or with a long range attacker (Reimi or Bacchus). There isn't anything special about these bosses but they're just buffed up versions of the original Dragon Newts and Dragons you've faced before.



After defeating the duo, make your way to the southernmost room and prepare for battle. The next battle is a lot difficult compared to the previous bosses.

WRATHFUL TAMIEL

HP: 1505869	EXP: 21000
RST: Fire, Dark	FOL: 51750
WK: Water, Thunder	RACE: Humanoid
Drops: - - - - -	

You will face this annoying fanatic once again, but this time, he's a lot more difficult. He will be using Rage Reflection throughout the battle and can summon his dreaded Sydonaiist minions as soon as you kill the current batch. You need to use characters with great crowd-control special arts, like Bacchus and Arumat. You may want to use two symbologists here – Sarah is a given choice. Control Bacchus and keep on using his Black Hole Sphere – Justice Savior – Termination combos whenever you have the chance. Targeting Tamiel with a Rush Combo may be difficult but don't hesitate to do so when you have the chance.

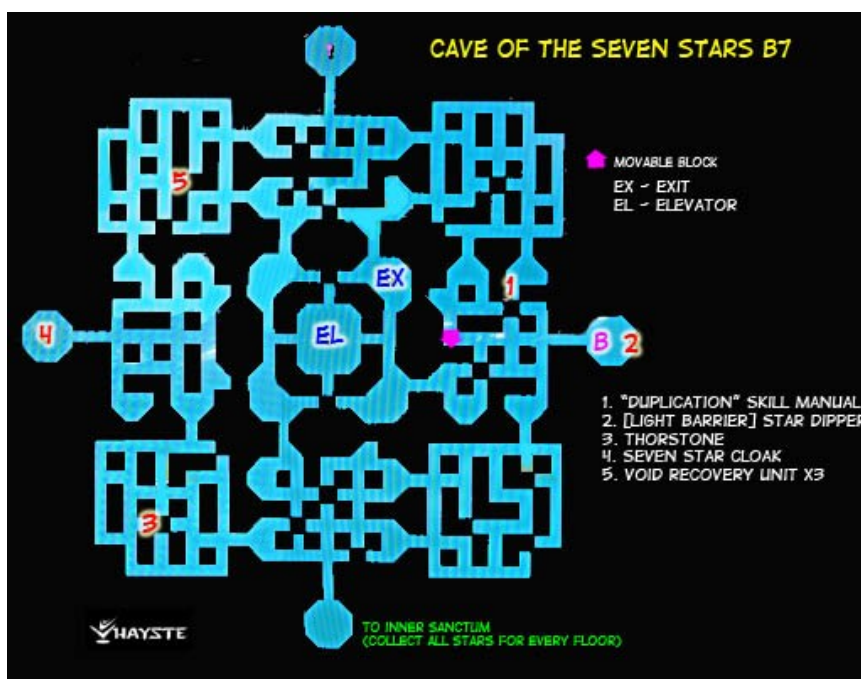
When you find yourself struggling to keep everybody alive, take control of your healer(s) and concentrate with healing your allies with symbols and items. Tamiel is still susceptible for air juggles and air combos so use that to your advantage as well. Don't bother using Berserk on your character since they'll just end up dying almost instantly whenever Tamiel hits them or if Sydonaiists in Rush Mode gangs up on them.



+ CAVE OF THE SEVEN STARS B7 +

You are almost there. This is where you can find Arumat's invaluable and mighty important **Duplication** skill. Once you acquire it, make sure to max it out as soon as possible, in order to lower the cost of magical clays spent for duplicating an item. Remember that some items can't be duplicated and even with maxed Duplication level, their cost is simply too high. Another good thing about this skill is that you can use it whenever, wherever – as long as you have the clays. Magical clays can be mined from Aeos: Southern Reaches or Mega Insect Warren or in EN II's Sanctuary.

Prepare your party and enter the eastern room to battle the boss of this floor. The following boss guards the key item to gain access to this dungeon's final floor and get the chance to defeat the second most powerful boss in the game.



BARACHIEL FALLEN

HP: ??????	EXP: 260000
RST: Earth, Water	FOL: 16221
WK: Fire	RACE: Other
Drops: - - - -	

This boss will be as difficult as before, even at your current level. The only way you can deal considerable damage is by waiting for this boss to get stuck in the ground after his crushing attack, which exposes his crystal. Your best choice is controlling Reimi while an attacker of your choice takes care of the getting the boss' attention and act as everybody's meat shield. You need to have Myuria and Sarah in this battle as well to take care of resurrecting and healing. If you were able to teach the Faerie Star symbol (reward for one of the Trial quests in EN II) to Myuria, then she'll be a tremendous asset for healing and offense.



Hitting Barachiel will be quite difficult because he is airborne and will only land if he attacks. Aside from the initial damage inflicted from his stomp attack, any characters get caught in the wide area will be damaged by the protruding icicles, as well as the chance of getting frozen. Make sure to turn off your mages' ice spells as they won't deal that much damage against this boss. Keep shooting this boss from a distance and chain your special attacks whenever he exposes his crystal. If ever the boss targets you, make sure to do a long-range blindside to break from his lock-on.

After defeating Barachiel, you can now access the chest he's guarding. The Star Dipper you'll acquire is necessary to gather the previously untouchable stars found in every floor (marked by a purple exclamation point) You may return to the elevator, grab all the stars from the previous floors then finally on this one. Make sure to rest and save before going to the inner sanctum and fighting the boss.

+ CAVE OF THE SEVEN STARS: INNER SANCTUM+

This floor's layout is simple and the boss battle won't start immediately unless you enter his "cage". One of the chests contains Meracle's final special art, the Dragonball-sque Max Shockwave and the final disintegration ring to open the fire-protected chests: the Water Ring. I must warn you though, that even with your current gear and level (I was around LV120+) don't expect an easy time with the following boss. Now is the time to duplicate your precious Moonstone, Symbol Boosters, Star Sapphires, Dragonblood Crystals, Red Dragon Scales and other precious materials. You may also want to visit Aeos' Southern Reaches and Miga Insect Warren to gather Magical Clays before returning to the Calnus and forge some high level equipment for your main party.

GABRIEL CELESTE

HP: ??????	EXP: 400000
RST: All	FOL: 3776
WK:	RACE: Other
Drops: - - - -	

First thing first... don't equip elemental weapons since they won't be of any use here. Gabriel Celeste is immune to juggles, knockbacks and stagger so don't expect to pummel him like you did with the other bosses. The ideal party here should consist of Reimi, Edge/Arumat, Sarah and Myuria. Myuria can act as your secondary reviver in case Sarah is down.



Reimi will do a great job in dealing much needed damage from afar. Don't expect your frontliners to survive long when going in par against this monster. Turn off Sarah and Myuria's offensive symbols and let them concentrate on healing and buffing your characters. Remember that you can blindside Gabriel Celeste so just in case he'll target one of your healers, take control and use long-range blindsides as necessary. It is also possible to control your main attacker, get Gabriel's attention then start running around the battlefield. This will make most of his projectiles to miss and let Reimi deal some free damage from a distance. Reimi will be your key player here, so you'll need to take control of her and use Focus and Berserk on her, then use your rush combos for devastating effect. Depending on your level and on your customized equipment, you should be able to deal 5-digit damages per hit using this. Reimi's most effective chain combos will be Hunter's Moon-Crimson Squall-Savage Sparrows-Savage Sparrows. Completing this combo will allow you to fill up your own rush gauge and perform much needed Rush Combos whenever possible. If done correctly, you should be able to deal 500000+ worth of damage per Rush Combo.



You don't want your team members to be clustered in one location since Gabriel will tend to use area-affecting attacks that will easily and mercilessly kill your characters if they're caught within range. When near death, Gabriel will be more aggressive and will perform devastating combos that will surely dispose your characters with ease. Resurrection Units will be needed here since you'll probably need to revive 2-3 characters as once. Continue attacking and using chain combos whenever you can and you should be able to defeat this boss.

Defeating Gabriel Celeste will reward you with his feather, which is a very rare item creation item. The bad thing is that you can't duplicate it. The good (maybe even badder) thing is that you can challenge him again in order to win one of his feathers.

Congratulations!

But wait, there's more... if you thought you've experience hell in this dungeon, then you're wrong. The next secret dungeon holds the greatest boss in the Star Ocean universe and the process of reaching her will be incredibly tedious. I won't be discussing it in this section but unto the next.

CREDITS

Thanks to the following:

- SNG, of IGN for giving me the chance to cover this game as an exclusive
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For questions, suggestions and comments, you may contact me at vhayste@gmail.com.

Kindly put the game title as part of your subject otherwise your email will be filtered out and tagged as SPAM. I will only entertain questions not included in my walkthrough. I will try to answer emails as early as possible but in my line of work, I may only have the chance to respond within a week. Sorry.

